



VIRGIN INTERACTIVE ENTERTAINMENT, INC. 18061 FITCH AVENUE, IRVINE, CA 92714 U.S.A.  
TEL. 1-714-833-1999

© DISNEY  
PRINTED IN JAPAN

Nintendo

GAME BOY

DMG-ALAE-USA

# Disney's Aladdin



KIDS TO ADULTS



AGES 6+



INSTRUCTION BOOKLET

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**



LICENSED BY

**Nintendo**

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989 NINTENDO OF AMERICA INC.



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. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

## CONTENTS

Using the Super Game Boy .....	1
Let's Go! .....	2
Playing Aladdin .....	3
The Aladdin Title Screen .....	3
The Options Screen .....	4
What You Can Expect to See During Play .....	5
Making the Most of Aladdin's Movements .....	6
The Art of Swordplay .....	6
Hold It! .....	7
The Magical World of Aladdin .....	7
The Genie's Bonus Machine .....	9
Using Wishes .....	9
The Peddler .....	9
Special Items .....	10
Special Scenery .....	11
Playing Advice .....	11
Virgin Help and Tips Information .....	12
Credits .....	16
Limited Warranty .....	17
Notes .....	18

### 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!

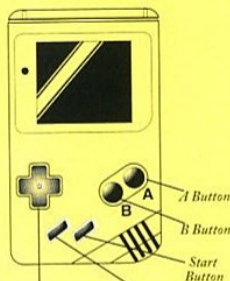
- Set up your Game Boy or Super Game Boy as described in its instruction manual.
- With the Power Switch OFF, insert the Aladdin Game Pak, its label facing toward you, into the Game Boy (or Super Game Boy) and press it down firmly.
- Push the Power Switch to ON. After a second or so, the Nintendo Screen 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.

## 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



Control Pad Select Button

The Nintendo Game Boy

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 PRACTICE 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!

## VIRGIN HELP & TIPS INFORMATION

### PRODUCT SUPPORT

To get the most out of your Virgin Interactive Entertainment product, take advantage of the following product support:

### VIRGIN INTERACTIVE ENTERTAINMENT'S AUTOMATED SUPPORT SYSTEM

Virgin is pleased to announce its new Automated Support System, available 24 hours a day, 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial (714) 833-1999 for assistance at any time. A touch-tone phone is required outside of normal business hours.

### TECHNICAL SUPPORT

If you still need assistance, our technical support team is available to help you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8 AM to 5 PM Pacific time at (714) 833-1999.

### FAX SUPPORT

If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System.

Look to start an "Automated Session" and then select the "Customer Services" option. One of these services offered is "FAXback Documents" which contains our technical support and Trouble-Shooting guides. These guides are also

provided within the automated sessions for each product/title supported. Another service offered is free game hints for some titles.

If you need to FAX any information to Virgin, please send it to (714) 833-2001.

You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having. Also, please include a phone number in case we need to contact you for further information.

### ON-LINE SUPPORT

For computer users who also own a modem and telecommunications software, Virgin has its own support BBS and provides support on the GENie network.



### VIRGIN BBS

The Virgin BBS provides the latest news and information about our products as well as file patches, demos, and technical support.

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305.

We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

You can also send E-mail to [VIRGIN.GAMES].

### ORDER LINE

The latest Virgin products can be ordered over the phone using your credit card. The toll-free number is (800) 874-4607. This toll-free number is for orders only. If you are unable to call 800 numbers, you can also reach our Order Line at (619) 693-1200. The order line FAX number is (619) 530-2255. The International phone Order Line is (619) 490-9234.

### HINT INFORMATION

Hint Books are available for most major games and can be found at many software stores or ordered from our direct order line at (800) 874-4607.

Virgin also has an automated hint line, available 24 hours a day at a cost of 75 cents per minute in the U. S. A. You must have a touch-tone phone,

and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint line. In the U. S. A., call (900) 288-4744. We also have a hint line available for our Canadian customers. The cost is only \$1.25 (Canadian dollars) per minute. The Canada Hint Line is available at (900) 451-4422. If at any time you have a problem with either hint line, call (800) 548-4468.

Free hint sheets are available for many games, and can be requested through our Intelligent Voice Response System. If you have a FAX machine, these hint sheets can be FAXed back to you. Hints are available only on the automated system. Do not ask our technical support specialists for hints, as they will be unable to provide them. Just call our Customer Service number at (714)

833-1999, select the option for an "Automated Session," and then select the "Customer Services" option.

You can also mail a request for free hints to:  
Virgin Interactive Entertainment  
18061 Fitch Avenue, Irvine, CA 92714  
re: Hint Request.

We will address such requests and send hint information if available. These free hints do not include information found in our Hint Books.

### MANUAL REPLACEMENTS

To obtain replacement manuals, send proof of purchase (a copy of your receipt, a copy of the back of the box, or the UPC code) with a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Please mail these items to the above address.

## CREDITS

EXECUTIVE PRODUCER  
Neil Young

PRODUCT COORDINATOR  
Jeff Ziel

QUALITY ASSURANCE TEAM

MANAGER  
David Maery

GROUP HEAD  
Brian Shaker

LEAD ANALYST  
Craig McCoy

ANALYSTS  
Chris Rensch, Chris Toff,  
Jeff Gordon, Paul Shoener

VIRGIN U.K.

PROGRAMMING  
N.M.S. Software

PRODUCER  
Peter Hickman

TESTER  
Mike Weiss

DISNEY SOFTWARE  
Patrick Gilmore

## LIMITED WARRANTY

### LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity), the end user, and Virgin Interactive Entertainment, Inc.

### VIRGIN PRODUCT LICENSE

1. **GRANT OF LICENSE.** This Virgin License Agreement ("License") permits you to use one copy of the specified version of the Virgin software cartridge product identified above ("Product") on any single computer or game platform.

2. **COPYRIGHT.** The Product is owned by Virgin or its suppliers and is protected by the United States copyright laws and international treaty provisions. Virgin retains all rights not expressly granted. Therefore, you must treat the Product like any other copyrighted material (e.g. a book or musical recording) except that you may make (a) make one copy of the Product (if the Product is software) solely for backup or archival purposes, or (b) transfer the Product to a single hard disk provided you keep the original solely for backup or archival purposes. You may not copy the written materials accompanying the Product.

3. **OTHER RESTRICTIONS.** This Virgin License Agreement is your proof of license to exercise the rights granted herein and must be retained by you. You may not loan, sell, rent, lease, give, sub license or otherwise transfer the Product (or any copy). Notwithstanding the foregoing, in one case you may transfer your rights under this Virgin License Agreement on a permanent basis provided you transfer this License Agreement, the Product, and all accompanying written materials, retain no copies, and the recipient agrees to the terms of this Agreement. You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or attempt to reverse engineer or derive source code from, all or any portion of the Product or anything incorporated therein or permit or encourage any third party to do so. If the Product is an update, any transfer must include the update and all prior versions.

### LIMITED WARRANTY

**LIMITED WARRANTY.** Virgin warrants that the Product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of

16

receipt. Any implied warranties on the Product are limited to ninety (90) days. Some state/province laws do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you.

**CUSTOMER REMEDIES.** Virgin's entire liability and your exclusive remedy shall be, at Virgin's option, either (a) return of the prior paid or (b) repair or replacement of the Product that does not meet Virgin's Limited Warranty and that is returned to Virgin with a copy of your receipt. In no event shall Virgin's liability with respect to this limited warranty exceed the cost of replacement of the media on which the Product is recorded. This Limited Warranty is void if failure of the Product has resulted from accident, abuse, or misapplication. Any replacement of the Product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product support services offered by Virgin are available for the USA version product outside of the United States of America.

**NO OTHER WARRANTIES.** Virgin disclaims all other warranties, either express or implied warranties of merchantability and fitness for a particular purpose, with respect to the Product and the accompanying written materials. Virgin does not warrant that the enclosed product or documentation will satisfy the requirements of your computer system or that the enclosed product or documentation are without defect or error or the operation of the enclosed product will be uninterrupted.

**NO LIABILITY FOR CONSEQUENTIAL DAMAGES.** In no event shall Virgin or its suppliers be liable for any damages whatsoever including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss arising out of the use or inability to use the Virgin product, even if Virgin has been advised of the possibility of such damages. Because some states/provinces do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

The warranties and remedies set forth herein are exclusive and in lieu of all other, oral or written, express or implied. No Virgin dealer, distributor, agent or employee is authorized to make any modification or addition to this warranty.

**US GOVERNMENT RESTRICTED RIGHTS.** The Product and all accompanying written materials are provided to you with **RESTRICTED RIGHTS.** Use, Application, or disclosure by the

Government is subject to restrictions as set forth in Restricted Rights in Technical Data and Computer Software Clause at FAR 52.227-701, (R) or FAR 52.227-19. Manufacturer is Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine, California, 92714.

This Agreement is governed by the laws of the State of California.

For more information about Virgin's licensing policies, please write Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine, CA, 92714.

Virgin strongly recommends calling the technical support department at (714) 543-1999 prior to returning your product to Virgin. Often, your problem can be solved over the phone.

Aladdin © The Walt Disney Company.  
Academy Award is a registered service mark and trademark of the  
Academy of Motion Picture Arts and Sciences. Virgin is a registered  
trademark of Virgin Enterprises, Ltd.



Virgin Interactive Entertainment, Inc.  
18061 Fitch Avenue, Irvine, California 92714 U.S.A.

17

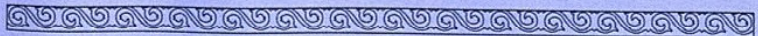


NOTES:

Two columns of horizontal lines for writing, separated by a vertical dashed line.



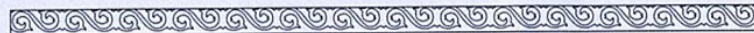
Two columns of horizontal lines for writing, separated by a vertical dashed line.





NOTES:

Lined writing area on page 20, divided by a vertical dashed line.



Lined writing area on page 21, divided by a vertical dashed line.

