

GAME BOY ADVANCE

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Disney's  
**THE LITTLE  
MERMAID**

MAGIC IN TWO KINGDOMS

INSTRUCTION BOOKLET



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# CONTENTS

Getting Started .....	3
Controls .....	4
Menu Controls.....	4
Game Controls .....	4
The Main Menu.....	5
Ariel and Her Friends .....	6
Playing The Little Mermaid .....	8
Searching for Treasure .....	8
Rescue the Sailor! .....	10
Under the Sea .....	11
Chasing Flotsam and Jetsam ...	12
Escape the Chef .....	13
Kiss the Girl .....	14
Break the Spell.....	15
Battle with Ursula .....	16
Pausing the Game.....	17
Limited Warranty .....	18
Customer Support.....	19




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Disney's  
**THE LITTLE  
MERMAID**  
MAGIC IN TWO KINGDOMS



To hear Sebastian sing it, life under the sea is much better than life on dry land. But is it really? One curious little mermaid named Ariel would certainly like to know. After Ariel rescues a sailor-prince named Eric, she decides there is only one way to find out for sure. She trades her melodious voice with a sea witch for a set of lungs and a pair of legs, and with her friends at her side to lend a fin (or sometimes a claw!), she swims all the way up to dry land to see it for herself. But will she find what she's looking for?

2

## GETTING STARTED

1. Make sure the **POWER** switch is **OFF**.
2. Insert *Disney's The Little Mermaid: Magic in Two Kingdoms* Game Pak in the Game Boy® Advance slot.
3. Turn the **POWER** switch **ON**.

**NOTE:** *Disney's The Little Mermaid: Magic in Two Kingdoms* Game Pak is designed for the Game Boy Advance system.

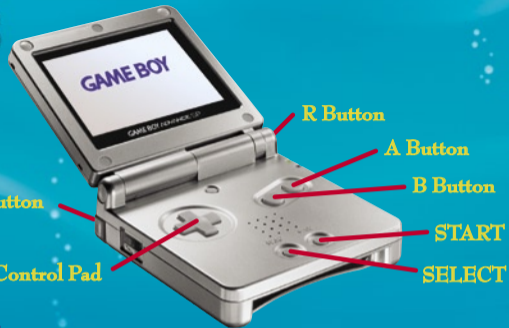
### *Title Screen*

Select your preferred language and press the **A Button** to proceed to the **Main Menu**.



3

# CONTROLS



## Menu Controls

**+Control Pad Left / Right** – Highlight Menu Options  
**A Button** – Select

## Game Controls

Use the **+Control Pad** and the **A Button** and the **B Button** to control Ariel and some of her friends. Read on for more details.

# THE MAIN MENU

Use the **+Control Pad Up / Down** to highlight New Game, Continue, Mini Games or Options and press the **A Button** to select.

## NEW GAME

Choose this to begin a brand new adventure.

## CONTINUE

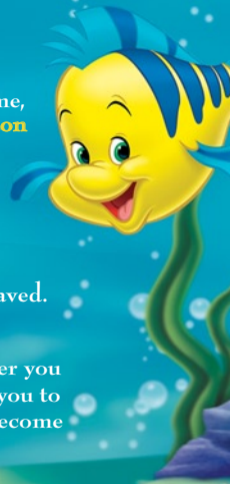
Select this to begin where you left off the last time you saved.

## MINI GAMES

Here you can play your favorite parts over and over! After you help Ariel beat a mini game, it will be available here for you to play whenever you want. A Mini Game's selection will become available once a mini game is unlocked.

## OPTIONS

Open this to change the game's **LANGUAGE** setting, or select **CREDITS** to find out who made *Disney's The Little Mermaid: Magic in Two Kingdoms!*





A vibrant illustration featuring Ariel, Prince Eric, Flounder, and Sebastian. Ariel is on the left with her signature red hair and purple seashell top. Prince Eric is in the center, wearing a red cape and a crown. Flounder is a large, red, cartoonish fish with a wide, open mouth. Sebastian is a yellow fish with a large, smiling mouth. The background is a bright blue ocean with bubbles and coral.

ARIEL AND HER FRIENDS

*Ariel*

*Prince Eric*

*Flounder*

*Sebastian*

# THE LITTLE MERMAID'S MANY ADVENTURES



**A**riel and her friends need your help to overcome many challenges under the sea and on dry land. You'll find lost treasure, chase slippery eels, dodge chunky chefs, and save the undersea kingdom from a sea witch and her slimy tentacles. But will she find what she's looking for?

## *Searching for Treasure*

Where is Ariel? Out with Flounder hunting for treasure, of course! Ariel can't fit into the small places, so Flounder has to get the treasure himself. Don't take too long or a shark might come to spoil the fun!

### **A PUZZLING SHELL GAME**

One treasure is very difficult to reach because it is locked in a box. Help Ariel open the box by moving the shell from tile to tile to see what's underneath. If you find all the Shell Tiles, you will unlock the box and collect the treasure. But if you find a Shark Tile, you will have to start all over again!

**+Control Pad**

Move Shell

### **ARIEL'S CONTROLS**

Guide Ariel through an undersea shipwreck. Watch out for spiky sea urchins!

**+Control Pad Left / Right**

Swim Left or Right

**+Control Pad Up / Down**

Swim Up or Down

### **FLOUNDER'S CONTROLS**

Flounder can make bubbles with a back flip. Create bubbles around pieces of treasure to float them out of the room. Flounder can also charge into things to move them. If he charges into a bubble, he'll make it pop.

**+Control Pad Left / Right**

Swim Left or Right

**+Control Pad Up / Down**

Swim Up or Down

**A Button**

Back Flip/Make Bubbles

**+Control Pad Left / Right and B Button**

Charge



## Rescue the Sailor!

There's been a shipwreck and a sailor has fallen into the sea! Help Ariel swim to the surface and rescue him.

### ARIEL'S CONTROLS

Try to avoid sinking debris such as nets, but do try to catch sinking treasures such as books, oars, wheels, urns, sextants, winches, and lanterns and drop them into bubbles.

<b>+Control Pad Left / Right</b>	Swim Left or Right
<b>+Control Pad Up / Down</b>	Swim Up or Down
<b>+Control Pad Up and A Button</b>	Swim Fast
<b>Tap B Button</b>	Escape from Net

## Under the Sea

How can Sebastian convince Ariel that life under the sea is better than life on dry land? With a song, of course!

### CONTROLS

Follow the musical notes on screen and press the **+Control Pad** and the corresponding buttons as the bubbles rise up from the sea floor. Be sure to hit the buttons before the bubbles pop! If you miss too many notes, you'll have to start all over again.





## Chasing Flotsam and Jetsam

How will Ariel ever swim up to land to be with Eric now? Flotsam and Jetsam say they know someone who knows a way. Try to keep up! Is Ariel making a mistake by trusting such slippery eels?

### ARIEL'S CONTROLS

Swim through a ring for a speed burst and keep those eels in sight.

**+Control Pad Up / Down** : Swim Up or Down

## Escape the Chef

The chef has planned a feast to celebrate Ariel's arrival on land. Crab is on the menu and – OH NO! – that crab's name is Sebastian. Help Sebastian and the other trapped crabs escape the chef before they become the main course.

### SEBASTIAN'S CONTROLS

Hide under lettuce leaves when the chef gets too close.

**+Control Pad Left / Right** : Walk Left or Right

**A Button** : Jump. Press it twice for a double jump!

**B Button** : Pincher Snip (to free trapped crabs!)





### *Kiss the Girl*

Sometimes young love needs a little push in the right direction. Ariel's friends decide to help by setting the right mood.

#### CONTROLS

Try to keep the light centered on Eric and Ariel as they float through the lagoon. When you have kept them in the circle for enough time to raise the heart meter, add a little more romance.

<b>+Control Pad Left, Right, Up, Down</b>	Move Light
<b>A Button</b>	Add Romance

### *Break the Spell*

Ursula the sea witch has disguised herself as Vanessa and cast a charm on poor Prince Eric. There is a wedding planned for sundown, and Ariel has only until the sun sets to stop it. Ariel and her friends must break the spell as Vanessa walks across the wedding barge on her way to the wedding ceremony. Hurry!

#### CONTROLS

Watch for button symbols and press the right buttons on your GBA as they appear. Hit the buttons correctly several times to fill up Vanessa's halo and distract her from her walk. Every time you distract Vanessa, you will get a chance to break part of the spell. If you miss, the halo will empty, the charm will remain in effect, and Vanessa will keep walking to the wedding. And if you wait too long, the charm will regenerate, so don't waste time!



## Battle with Ursula

Ursula thinks she has won, but Eric has something to say about that. He has taken control of a ship, and with it, he intends to put the sea witch back in her place.

### CONTROLS

Defend the ship from Ursula's slimy tentacles by throwing nets to trap them.

+Control Pad Left, Right, Up, Down

Aim

A Button

Throw

# PAUSING THE GAME

If you need a break, or want to save or quit, press **START** to open the Pause Menu.

## Pause Menu Choices

### CONTINUE

Select this to close the Pause Menu and return to the game. You can also press **START** to return to the game at any time.

### SAVE

Select this to save your current progress. Be careful! If you have a previously saved game, selecting this will replace all that old save game data.

### QUIT

Select this to Quit.

