

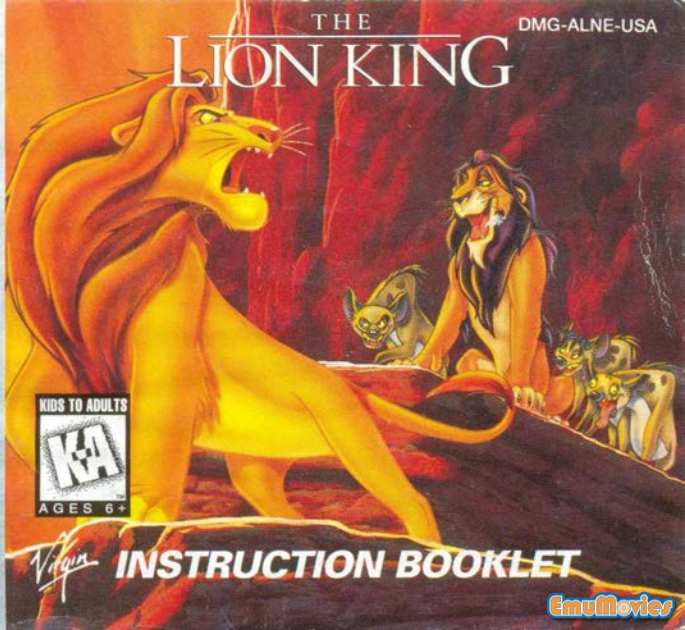
Nintendo

GAME BOY[®]

THE

LION KING

DMG-ALNE-USA



KIDS TO ADULTS



AGES 6+

Virgin

INSTRUCTION BOOKLET

EmuMovies

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.

STARTING UP

- ✦ Set up your Game Boy or Super Game Boy as described in its instruction manual. Note that **THE LION KING** is for one player only.
- ✦ Ensure the Power Switch is set to OFF. Then insert **THE LION KING** Game Pak, its label facing towards 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 Title Screen is shown you are ready to play **THE LION KING**!
- ✦ 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 LION KING** 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 LION KING** Game Pak.

THE CIRCLE OF LIFE

Sunrise awakens the animals of Africa to gather at the foot of Pride Rock, paying homage to the newborn prince, Simba, son of Mufasa, the Lion King. The Circle of Life, the way of the Pridelands and all who dwell there, tells of how things are connected, how all animals depend upon one another for survival, and how birth itself is just the beginning of the circle.

Simba's journey takes a different route, however, when his evil Uncle Scar starts a wildebeest stampede. The Lion King Mufasa is killed, and young Simba leaves to exile, thinking it's all his fault. Meanwhile, Scar and his hyenas take over the Pridelands and lead it to ruin.

Guide Simba as he explores his future kingdom. Overcome the wicked hyenas in the Elephant Graveyard. Experience real power as Simba grows into an adult lion. Only then will Simba be ready to challenge his ruthless Uncle Scar, and take his rightful place in the Circle of Life.

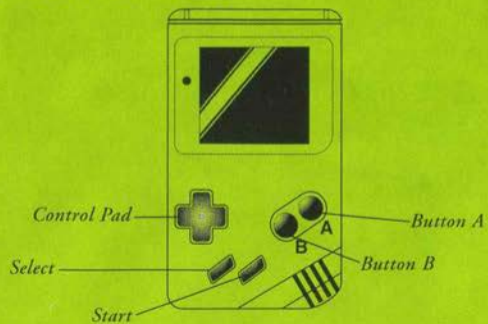


PLAYING *THE LION KING*

TAKE CONTROL!

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Control Pad.

THE GAME BOY'S BUTTONS



THE TITLE SCREEN

When you see the Title Screen you are ready to play *THE LION KING*. Two options are presented: **START** and **OPTIONS**.

- ✦ Press the Control Pad up or down to choose between the options.
- ✦ Press any other Button to select the option.
- ✦ **START** Begin play.
- ✦ **OPTIONS** Call up the Options Screen.



THE OPTIONS SCREEN

Five options are presented:

SKILL

The harder the setting, the less Simba characters and Continues you have.

MUSIC

ON or OFF, depending on whether or not you wish to hear the atmospheric music.

SOUND FX

ON or OFF, depending on whether or not you wish to hear them during play.

TRIGGERS

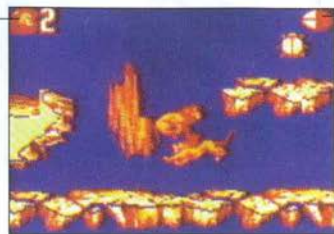
If the basic controls are not to your liking, change them—from the choice of six available variations.

EXIT

Return to the Title Screen.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

*Simba Characters
Remaining*



Health Meter

HEALTH METER

Shows how strong Simba feels. A Simba character is lost when the Health Meter is empty.

SIMBA CHARACTERS REMAINING

You start with 3, 4 or 5, depending on the DIFFICULTY setting. When all Simba characters are lost, it's Game Over... unless you have a Continue (see Special Items on page 15).

CONTROLLING SIMBA

Remember: you can redefine the buttons for the roar, jump and slash functions on the Options Screen. The controls mentioned here are the default settings.

MOVEMENT

- ◆ Along the ground or in the air.

Press the Control Pad left or right to move in those directions.

CROUCHING

- ◆ Simba also looks down so you can see what lies in wait below.

Press the Control Pad down to crouch.

LOOK UP

- ◆ To see what dangers are above.

Press the Control Pad up to look up.



POUNCING

- ☞ Press the A button to pounce. Press up or press the Control Pad right or left to move in those directions.

ROARING

- ☞ Simba's roar momentarily stuns his adversaries—and reduces their stamina when it's fully charged.

Press the B button to roar.

ROLLING

- ☞ When the young Simba is running he can curl up into a ball to bump adversaries in his path. It may take time to get used to this move, but it's worth the effort.

Press and hold the Control Pad down and in the direction Simba is facing to roll.

SLASHING

- ☞ Only when Simba is an adult can he use his razor-sharp claws to slash adversaries. Note that Simba can also slash when he's in the air.

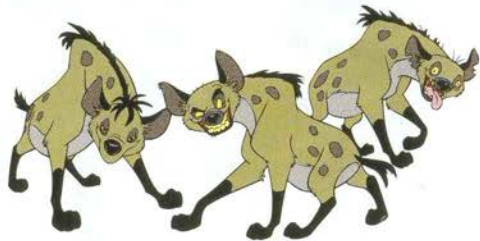
Press the START button to slash in the direction Simba is facing.

GRABBING

- ☞ If Simba leaps for a ledge but doesn't quite make it, he will grab it and hang on.
Press the Control Pad up to climb onto the ledge.
Press the Control Pad down to fall.
- ☞ Note that if Simba is hanging from a crevice in a solid wall, he can spring off it.
If there's a wall behind him, Simba will turn and grab onto any available crevice.
A technique can be developed which will allow Simba to climb.

SWINGING

- ☞ Simba can swing on any poles/outcroppings such as small rock protrusions, bones and the like. He swings until he jumps either forward or backward.



CONTROLLING PUMBAA

- ☞ Press the Control Pad left or right to move Pumbaa in those directions.

HOLD IT!

- ☞ It's wise to take a break for 10 minutes in every hour of play. Rather than turn off your Game Boy, why not put the action on hold?
Press the SELECT button to freeze the action.
Press the SELECT button when the action is frozen to resume play.

SIMBA'S WORLD

THE PRIDELANDS

- 🐾 Take it slow and get used to controlling Simba, especially his pounces, rolls and roars. Beware of the explosive Bombardier Beetle, watch out for Special Items and don't be afraid to explore (there's no time limit). Take advantage of the Continue Markers to save having to replay from the very beginning.

CAN'T WAIT TO BE KING

- 🐾 Use the rhinoceros' heads to spring into the trees. When Simba is riding the ostrich, duck or jump over the birds' nests.

THE ELEPHANT GRAVEYARD

- 🐾 Be warned: the hyena is ready to fight at the beginning of this level. Swing and climb through the bones, but don't linger too long on the crumbling ones. The vultures attack with a swoop, so climb higher and turn the tables on them or roll to avoid their swoops.

THE STAMPEDE

- 🐾 The wildebeests have bolted, so run before Simba is trampled.

SIMBA'S EXILE

- 🐾 Look before you leap—and drop! Scar's hyenas are on Simba's tail, throwing rocks all the way; the only way to escape the Pridelands is through its thorny border.

HAKUNA MATATA

- 🐾 Guide Simba across the different waterfalls, jumping as high as possible between the logs. Beware of the gorilla's coconuts; try rolling to knock them back.

SIMBA'S DESTINY

- 🐾 At last Simba has become a full-grown lion, so take the time to get used to his new moves: slashing and heavy pouncing. The vines can be cut with a slash, but the falling rocks must be avoided. Pounce and roar to pass through the Pridelands.

SIMBA'S RETURN

- 🐾 Chase the hyenas off Pride Rock and show them who's the rightful king of the Pridelands. Simba must defeat all the hyenas in a room before he can move on... and eventually confront Scar.
Press the Control Pad up to enter a cavern and emerge elsewhere in the level.

PRIDE ROCK

🐾 This is it: Simba's evil uncle and pretender to the throne, Scar, must be beaten... in a fight between the two mightiest lions in the Pridelands. The fate of Pride Rock depends on you!

THE BONUS STAGE

BUG TOSS

📦 Use Pumbaa to collect the falling bugs dropped by Timon. Avoid the Bad Bugs but don't miss any of the others or this Bonus Stage will come to an end. Use Pumbaa's belch to clear the screen of all bugs that might be missed. Note that Pumbaa has only one belch per Bonus Stage.



SPECIAL ITEMS

When you see any of the following, get them!



Plain Beetles: Restore Simba's health.



Patterned Beetles: Restore Simba's health.



1 Up: An extra Chance—to a maximum of nine at once.



Circle of Life: An extra Continue. If you have a Circle of Life when all Simba characters are lost; you are given a choice: quit or continue play from the last level completed.

Continue Marker: Play resumes from the last one touched before a Simba character was lost.

Bonus Game: Gain entry to the Bonus Game.



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 hints. Note: Not all games are supported on Hint Lines.

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, hints, utilities 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.

GENIE

To access the Virgin support area on GENIE, go to the Scorpio RoundTable (M805;1) and type in "SET 33." 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) 490-9070. The order line FAX number is (619) 490-9232.

HINT INFORMATION

There are many ways to receive hints for Virgin games. 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 two automated hint lines, 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 lines. 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.

While free hint sheets are not available for all games, many can be requested through our Intelligent Voice Response System. If you have a FAX machine, these hint sheets can be FAXed back to you instantly. 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 Dave Maxey

Group Head Bijan Shaheer, Chris McFarland

Lead Analyst Craig McCoy

Analysts Chad Soares, Chris Rausch, Chris Toft,

Jeff Gordon, Jon Williams, Mick Love,

Paul Shoener, Scott Manning, Stacey Mendoza

DISNEY SOFTWARE

Senior Producer Patrick Gilmore

Assistant Producer Michael Giacchino

DISNEY ANIMATION SERVICES

Producer Paul Curasi

Creative/Technical Consultant Chuck Williams

Production Coordinator Cammie Cavallin

Assistant to the Producer Annette Laguer

Special thanks to all animation consultants from Feature Animation

VIRGIN U. K.

Product Producer Ian Mathias

Programming Roo, Pantheon Software

Graphics Nick Dent

Support Graphics Chris Edwards

Music & Sound Kevin B

Graphics Utilities Nick Tuckett, Richard Naylor

Play Testing Johnno, Simon Humber, John Martin

Game Manual Gary Penn

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 either (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, sublicense 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 revisions.

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 receipt. Any implied warranties on the Product are limited to ninety (90) days. Some states/jurisdictions 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 price 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 this U.S.A. 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 this Virgin product, even if Virgin has been advised of the possibility of such damages. Because some states/jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

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

U.S. GOVERNMENT RESTRICTED RIGHTS. The Product and all accompanying written materials are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in Restricted Rights in Technical Data and Computer Software Clause at FAR 52.227-7013(c)(1)(ii) 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.

Virgin Sales and Service
18061 Fitch Avenue, Irvine, CA 92714.

Virgin strongly recommends calling the technical support department at (714) 833-1999 prior to returning your product to Virgin. Often, your problem can be solved over the phone.



The Lion King
is also available for the
Super NES[®]



© THE WALT DISNEY COMPANY. THE LION KING IS A DISNEY SOFTWARE
VIRGIN INTERACTIVE ENTERTAINMENT, INC. CO-PRODUCTION.
©1994 VIRGIN INTERACTIVE ENTERTAINMENT, INC. ALL RIGHTS RESERVED.
VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD. NINTENDO
AND SUPER NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED
TRADEMARKS OF NINTENDO OF AMERICA, INC.
VIRGIN INTERACTIVE ENTERTAINMENT, INC. 38661 BILCO AVENUE, IRVINE, CA 92714 U.S.A.
TEL. 1 (714) 844-1929

PRINTED IN JAPAN