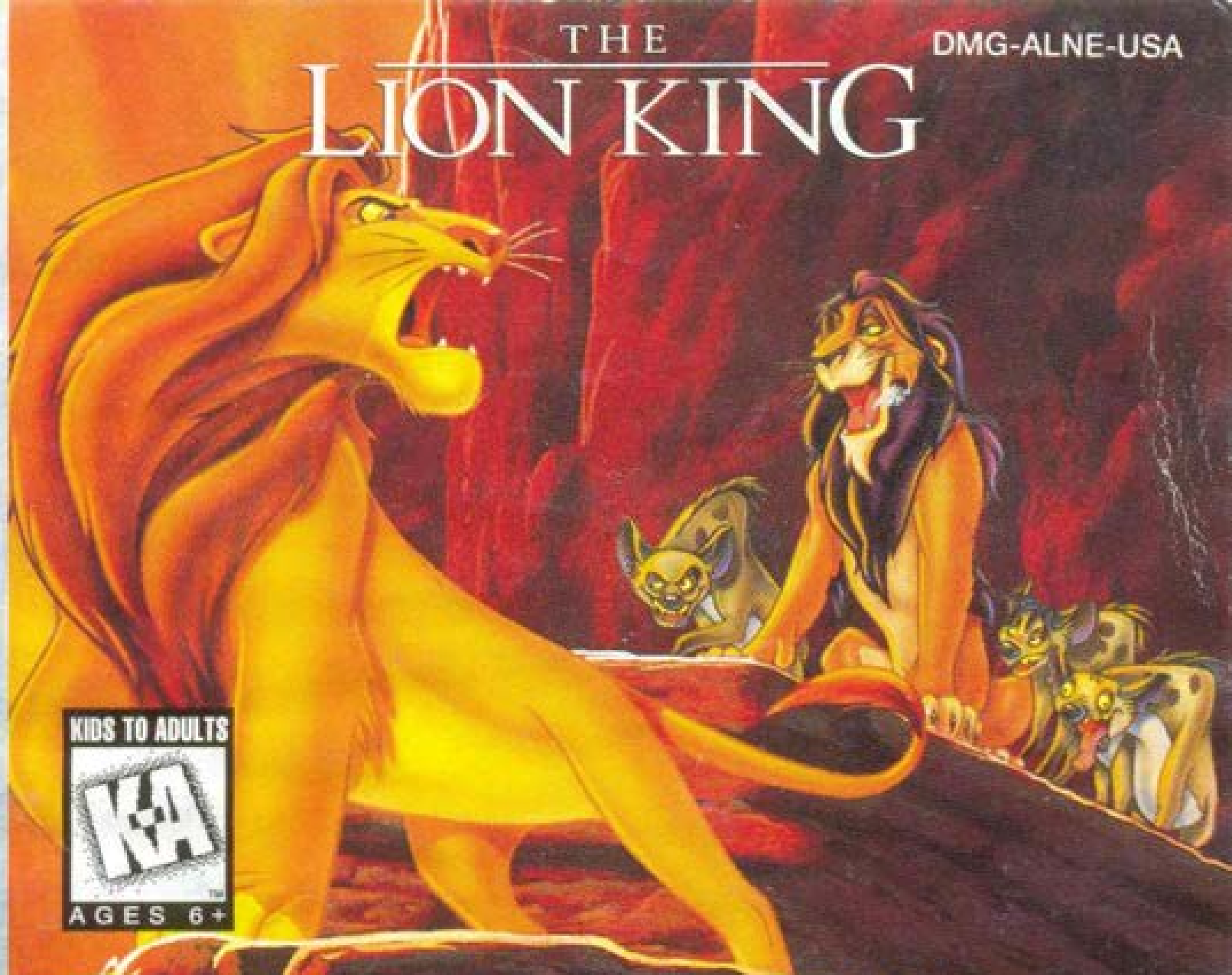
Nintendo

GAME BOY

THE LION KING

DMG-ALNE-USA



KIDS TO ADULTS

AGES 6+

Virgin

INSTRUCTION BOOKLET

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Virgin Disney Software

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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.

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.

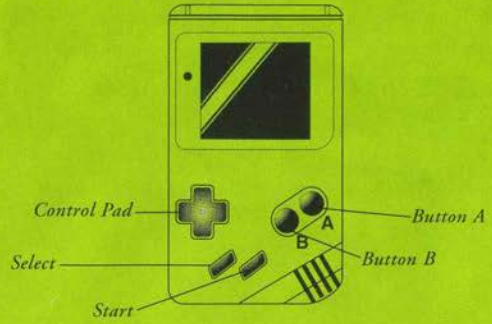
Guide Simba as he explores his future kingdom. Overcome the wicked hyenas in the Elephant Graveyard. Experience real power as Simba grows into an adult lion. Only then will Simba be ready to challenge his ruthless Uncle Scar, and take his rightful place in the Circle of Life.



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.

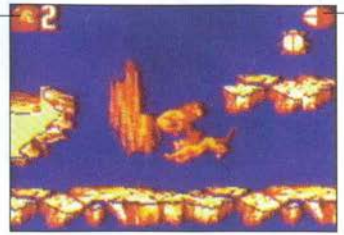
Music
ON or OFF, depending on whether or not you wish to hear the atmospheric music.

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



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

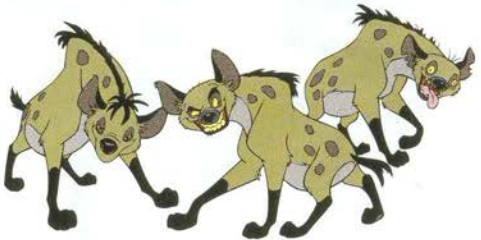
- Only when Simba is an adult can he use his razor-sharp claws to slash adversaries. Note that Simba can also slash when he's in the air.
  Press the START button to slash in the direction Simba is facing.

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.



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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.

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

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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 Scorpia RoundTable (M805;1) and type in "SET 33." You can also send E-mail to [VIRGIN.GAMES].

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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.

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Virgin Disney

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