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Nintendo

GAME BOY®



DMG-I5-USA

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MICKEY MOUSE

Magic Wands!

INSTRUCTION BOOKLET

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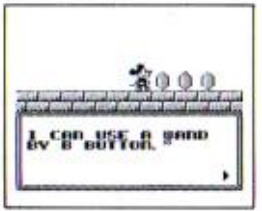
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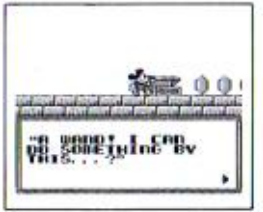
Rescue Mickey's friends from the evil witch's castle!

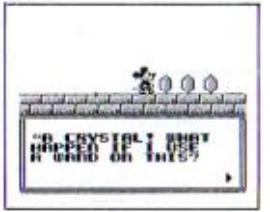
One day Mickey Mouse and his friends became lost while playing in the forest.
After walking for quite some time, they chanced upon a mysterious castle. "That's the witch Yashja's castle! Once you enter you'll never be able to escape!" said Mickey and his friends noisily to each other, disturbing the witch Yashja.
"Who dares disturb my sleep? You shall pay!" shrieked the witch, as a gaping hole opened in the ground under Mickey's friends and swallowing them up. Hurry and save your friends,Mickey!



When you find crystals inside the castle, wave the Magic Wand. Useful items and "puzzle pieces" which can help you save your friends will appear.









There are four zones inside the castle.
A strong enemy boss waits for you at the end of each zone.

Gather the "puzzle pieces" inside the castle to rescue your friends who have been trapped by the witch. Good luck, Mickey!













Minnie Mouse
Goofy
Pluto
Daisy
Horace Horsecollar

Clarabelle Cow
Ferdy
Huey
Dewey
Louie

Donald Duck
Grandma Duck
Figaro



Use the Magic Wand to rescue your friends from the evil witch!

Insert the Game Boy game pack and turn on the power to start the game.



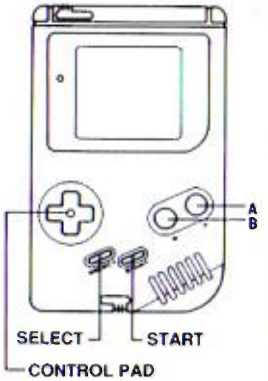
Starting new games

Select START at the title screen. Then, when the title for stage 1 appears after the story introduction, press the Start Button (or Button A) to start the game.

Continuing games

Even if you stop a game partway, you can continue from where you left off by entering the password. (See page 15)

Controller Functions



Control Pad: Pressing left or right on the Control Pad moves Mickey to the left or right. Pressing up or down on the Control Pad makes Mickey climb up or go down stairs, etc.

Button A: Press Button A to make Mickey jump or use items.
This button also makes item windows disappear.

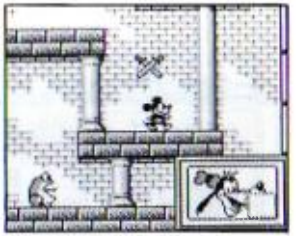
Button B: Press Button B to use the Magic Wand. (See page 11)

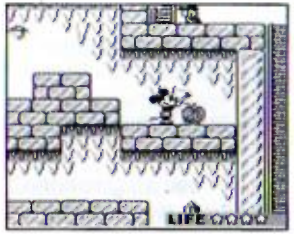
Start Button: Press the Start Button to start the game.

Select Button: Press the Select Button to make the item screen appear and disappear.

Gather the puzzle pieces

Mickey Mouse's friends have been trapped inside the castle.
To rescue them you must gather "puzzle pieces" and complete their pictures one by one.





Wave the Magic Wand in front of the crystals

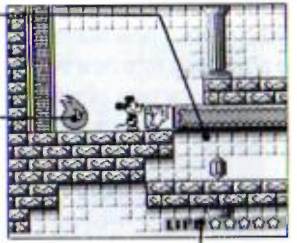
When you find a crystal, wave the Magic Wand in front of it to make a "puzzle piece" or item appear.

Crystals

Waving the Magic Wand in front of crystals makes "puzzle pieces" or items appear.

Enemies inside the castle

These are the witch's minions who try to keep Mickey from rescuing his friends.





Life

This shows Mickey Mouse's life power. When all of the stars disappear, Mickey loses one player.

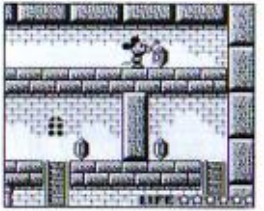
Window of Mickey Mouse's friends

These pictures show how much of the pictures are completed each time Mickey finds a puzzle piece.

Pressing the Select Button will make the screen displaying Mickey's items appear. (See page 13)

Mickey gets a new Wand each time he advances to a new zone.

A strong enemy boss awaits Mickey at the end of each zone! If Mickey can overcome these bosses, he will receive new Magic Wands.



Magic Wand 1: Wave this Wand in front of crystals

When Mickey Mouse waves this Magic Wand in front of crystals, "puzzle pieces" or items will appear.



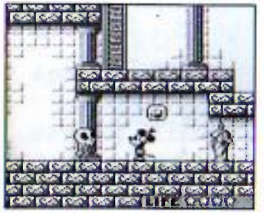
Magic Wand 2: This Wand turns water into ice

When Mickey cannot advance because there is water in front of him, press button B. The Wand will then freeze the water into blocks which Mickey can walk across. Waterfalls which prevent Mickey from jumping can also be frozen.

Magic Wand 3: This Wand lets Mickey use blocks of ice as steps

Use these ice blocks to make steps when crystals are in hard to reach places.





Magic Wand 4: This Wand lets Mickey make ice and throw it

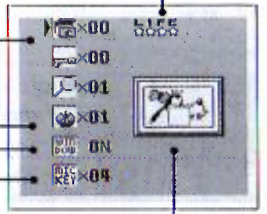
Pressing the up on the Control Pad and Button B at the same time lets Mickey throw a small block of ice in front of him. These ice blocks will make enemy characters disappear and can break down walls which have cracks.

*Even if Mickey receives a new Magic Wand, he will still be able to use the powers of his previous Wands.

Press the Select Button to make the Item Screen appear.
Press the Select Button again to return to the game screen.

Items
These show how many of each item Mickey has. To use these items, select the desired item with the Control Pad and then press Button A.

Life
This shows Mickey's life power. When all of these stars disappear, Mickey loses one player.



Window
ON:Pictures of Mickey's friends appear each time he finds a puzzle piece.
OFF:The pictures do not appear.

Players
This shows the number of players remaining. When this reaches "O" the game is over.

Pictures of Mickey's friends
These pictures show how many puzzle pieces Mickey has collected up to this stage.

Music Box
Enemy characters are frozen while music boxes are playing, and Mickey's life power will not be reduced during this time even if he touches enemy characters.





Key
Keys can be used to open or close drawbridges.



Candy
Candy restores Mickey's life power to the maximum number of stars.

Apple
If Mickey throws apples at enemy characters and hits them, they will disappear. (However, skeletons will not disappear, but will instead recover after being frozen temporarily.)





Cake
A cake item gives you extra life.

If you write down passwords, you can continue playing games.



Passwords

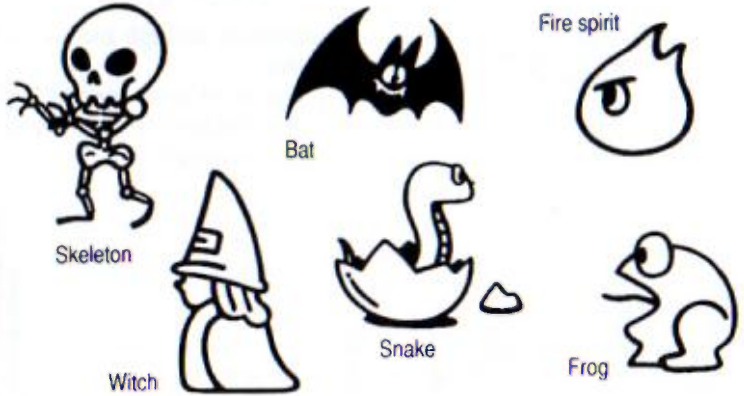
Each time Mickey clears a stage a password will appear. By writing down these passwords, you will be able to continue games you have started even if the power has been turned off.



Entering passwords

Select PASSWORD at the title screen. When the password screen appears, use the Control Pad to move the cursor, and enter letters you have selected by pressing Button A. After you have entered all four letters of the password, select END and the game will start from that passwords stage.

Here are the enemy characters who try to keep Mickey Mouse from rescuing his friends. Help Mickey advance by jumping over them or throwing apples and small blocks of ice.



The witch's castle is filled with traps!

The witch's castle is filled with traps such as blocks which crumble as Mickey passes over them, and warp zones which teleport Mickey to different places in the castle.





Move up and down through the castle in your adventure!

Make Mickey jump to the ceiling when he finds a bounce trampoline! Elevators that are slowly going up or down are also convenient.

Watch out for flying cannonballs!



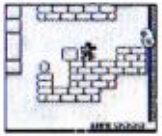
Mickey's life power will go down if he falls into water.



Mickey can fly through the air by riding on tornadoes.



Mickey can move some blocks by pushing on them.



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REV-J

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