DEEP·DUCK TROUBLE

STARRING Donald Duck



Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences
™

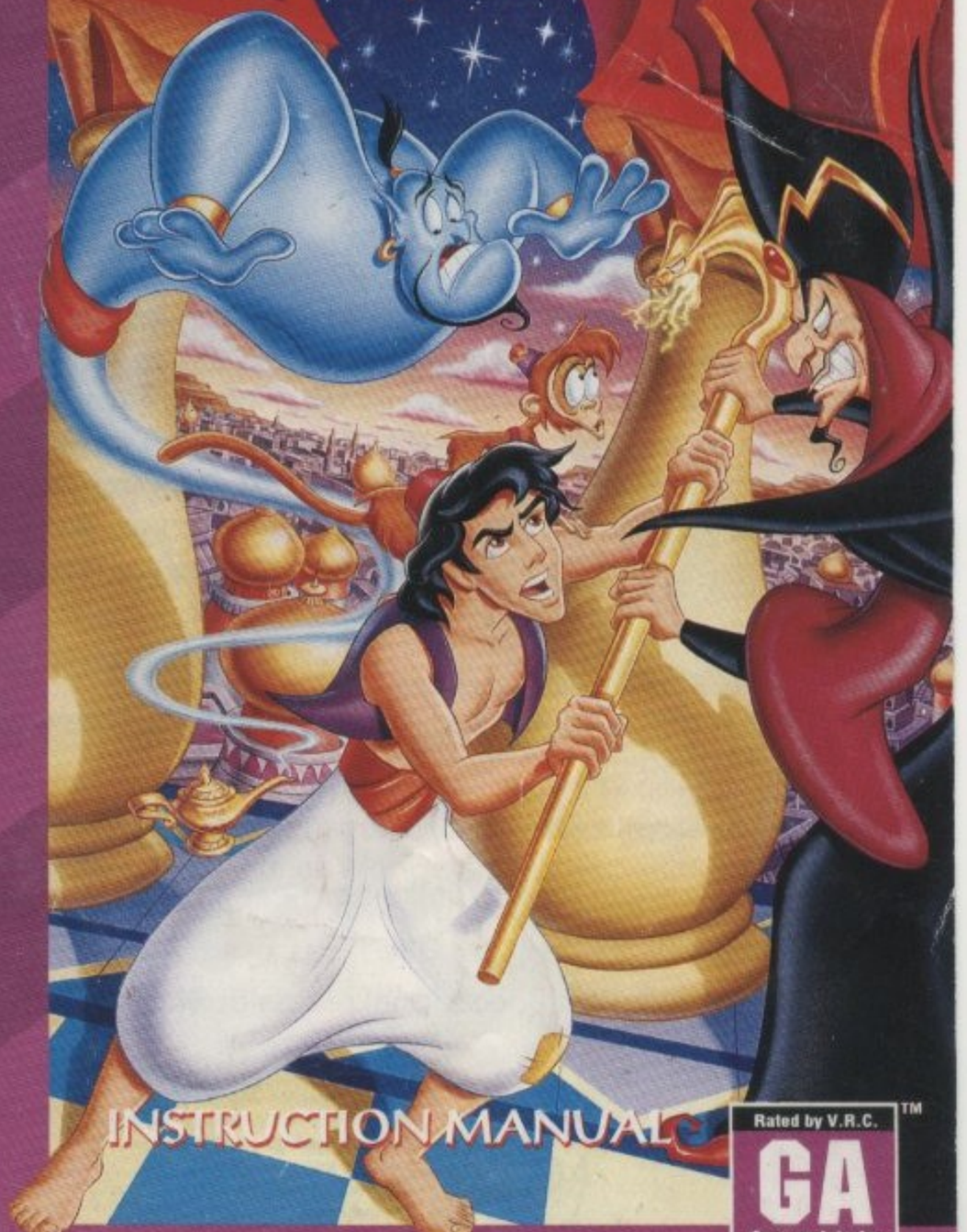
NOW AVAILABLE ON GAME GEAR™!

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GAME GEAR

OFFICIAL SEGA SEAL OF QUALITY

Disney's Aladdin



INSTRUCTION MANUAL

Rated by V.R.C.
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™

Disney SOFTWARE

SEGA™

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

We use recycled paper.
Wir verwenden Recyclingpapier.
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One Arabian Night....



Jafar, the Sultan's chief deceiver —er, advisor—has business tonight with a thief. The thief offers a brilliant object: the key to the legendary Cave of Wonders, a place filled with treasures beyond the wildest dreams of the average man. Jafar, however, has come for only one thing: a magic lamp with which he can carry out his evil and ambitious designs on the Sultan.



But he will not have the lamp this night. No one may enter the Cave of Wonders except for the "one whose worth lies deep within. The diamond in the rough."

It is with this "diamond in the rough"—a young orphan named Aladdin—that your adventure begins. Evade the city guard in the streets of Agrabah. Use your quick wits and agility to get past the traps in the Cave of Wonders and the Sultan's castle. Court the beautiful Princess Jasmine, but beware of the palace guards! And when things seem darkest, grab a scimitar and challenge the treasonous Jafar in his secret sanctum!

It is an adventure that only the quickest will survive. Are you up to the challenge?

Starting Up

1. Set up your Sega™ Game Gear™ System as described in its instruction manual.

2. Make sure the power switch is OFF. Then insert the *Disney's Aladdin* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the Title screen will appear.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

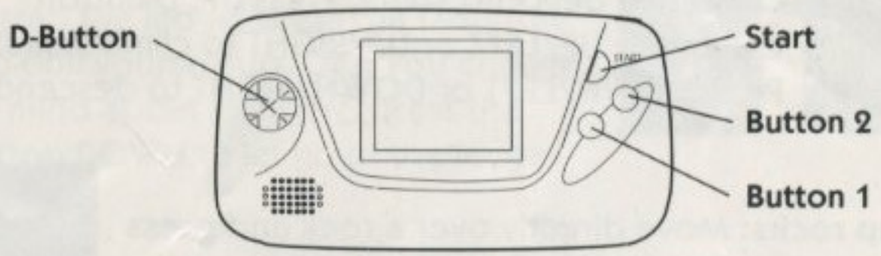
Note: *Disney's Aladdin* is for one player only.



Sega Gameplay Hotline

For Game Play Assistance, call
1-415-591-PLAY

Take Control!



To do this:	Press this:
☛ Start the game	Start
☛ Highlight choices in menu screens	D-Button
☛ Choose items in menu screens	Start, Button 2
☛ Advance through story screens	Button 1 or 2
☛ Skip past story screens	Start
☛ Move left/right	D-Button LEFT/RIGHT
☛ Jump straight up	Button 2
☛ [illegible]er obstacles	D-Button LEFT/RIGHT and Button 2
☛ [illegible]uch	D-Button DOWN
☛ Dash (non-chase scenes)	D-Button TWICE LEFT or TWICE RIGHT, then hold
☛ Throw rock/slash with scimitar	Button 1

Aladdin's Special Moves



Climb and descend stairs: Press the D-Button diagonally UP/LEFT or UP/RIGHT to climb stairs. Press DOWN/LEFT or DOWN/RIGHT to descend.

Pick up rocks: Move directly over a rock and press the D-Button DOWN. To throw, press Button 1.





Dash: Quickly press the D-Button twice LEFT or twice RIGHT, then hold. You will keep running as long as the D-Button is pressed. Use this move to get a running start for making long jumps or slides.

Long jump: Quickly press the D-Button twice LEFT or twice RIGHT to dash, then press Button 2 for a long leap.

Slide: Get a good running start, then press Button 1 to slide through tight spots.





Fancy footwork: While holding the D-Button DOWN, press Button 2 to step carefully past spikes.

Climb onto high ledges: Stand just beneath the ledge you want to climb onto, and press Button 2 to jump. When you grab the ledge, press the D-Button up to pull yourself up. Or if you change your mind about climbing, press the D-Button DOWN to let go of the ledge.



Getting Started

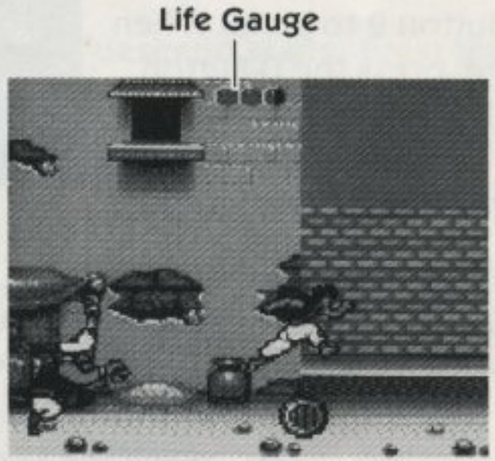


Following the Sega Logo and game credits, the Genie gives you an introduction to the story, after which the Title screen appears. Wait a moment, and a game demonstration follows. Press START at any time during the introduction or demo to bring up the Title screen, and press again to see the starting menu.

Here you can either start the game at the beginning or go to a higher level by using a password. (For more on passwords, see page 11.) Use the D-Button to make your choice, and press START.

The game consists of two types of sequences: chase or flight scenes where you grab items and avoid obstacles; and platform sequences where you explore mazes, open gates by pressing buttons and finding Keys, and avoiding various traps.

The Game Screen



Each time you take damage, half a jewel disappears from the Life Gauge at the top of the screen. When the gauge runs out, the game ends. Replenish the Life Gauge by picking up Apples and Bread.

Special Items

You'll find special items on every level. Pick up an item by touching it.



An **Apple** restores half a point on your Life Gauge.

A loaf of **Bread** completely replenishes your Life Gauge.





If you come across a gate you can't open, search the area for a **Key**. Each Key unlocks only one gate.



The **Scarab** acts as a milestone marker. If the game ends, you can restart play at the last point that you picked up a Scarab.

A **Rock** can be used to open certain locks or to help you defend yourself against palace guards. Unlike other items, you must pick up a rock by moving over it and pressing the D-Button down.



Aladdin's Adventure

Thieves in Agrabah



Morning in Agrabah, and already you're in trouble! Dodge falling melons, runaway barrels, and leap over some of Agrabah's deeper potholes to stay one jump ahead of the city guard. Then take to the rooftops, but even there you'll find plenty of dangers to dodge!

The Cave of Wonders



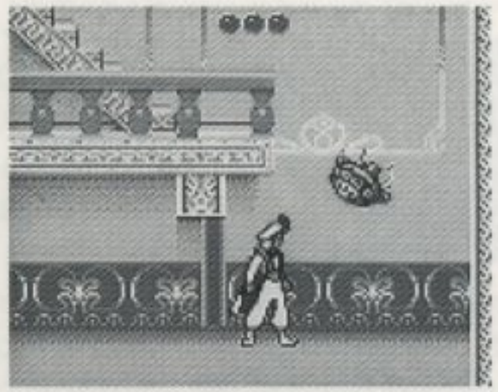
Wander through the outer maze of the cave, picking up treasures and avoiding falling rocks, flapping bats, bottomless pits and spikes. The Magic Carpet will lead you to the lamp you seek, but be careful not to touch any of the other treasures you see!

Flight from the Cave



Grab your friend Abu and ride the Magic Carpet through tight, twisting passageways, past spouting flames, falling rocks and slamming gates. Can the action get any hotter than this?

The Sultan's Palace



As Prince Ali, you search the palace to find the Sultan and his daughter. Numerous booby-traps and unfriendly palace guards make your journey a perilous one. Proceed with care!

Magic Carpet Ride



It's a wonderful night for a ride through the clouds. There's romance and magic in the air... as well as flapping cranes, falling fruit, thunderbolts, whirlwinds and high-jumping wild horses. Who would've imagined the open sky would be so crowded?

In Pursuit of the Royal Deceiver



The Sultan's royal advisor has finally been exposed for the greedy, manipulative liar that he is. Now he's on the run, dropping chandeliers and throwing fireballs and thunderbolts to put you off his trail. Catching him won't be easy!

Battle with Jafar

Jafar has stolen the lamp, and commanded the Genie to make him the most powerful sorcerer in the world. Armed with only your wits and a shining scimitar, it's up to you to make it past Jafar's evil magic and restore the kingdom!

Try Again?



Your game ends when your Life Gauge runs out, or when you get grabbed by a guard, fall into a pit, touch a jewel in the Cave of Wonders or crash with the Magic Carpet. You'll then be asked if you want to try again. If you select Yes, you start at the beginning of the level you left off—or at the point where you last picked up a Scarab. If you select No, you receive a password for the level you left off. Write it down so you can continue your game at another time. Move the pointer to your choice with the D-Button, and press START. There is no limit to the number of times you can continue your game.

What's the Password?



At the game menu, select Password and press START to see the Password screen. Use the D-Button to highlight the letter you want to enter, and press Button 2 to confirm your selection and go on to the next space. If you make a mistake, press Button 1 to move back a space, then select the correct letter.

To enter your password, press START. If the password is incorrect, you'll hear a little tune, but nothing else happens. Try again! If the password is correct, the beginning of the selected stage appears.

Helpful Hints

- If you have trouble grabbing onto a ledge, move around beneath the ledge and keep jumping until you grab on. You'll usually have the best luck standing just to the left or right of the surface you want to grab onto.



- Listen for advance warning of falling objects.
- When you first arrive in the Sultan's Palace, collect lots of rocks—you'll need them. You can also avoid confronting the guards by running away or climbing quickly onto an overhead ledge.
- Certain gateways can be opened by pressing buttons set in the floor—or by making someone else press those buttons for you!
- Crouch down in order to check the area below you for traps.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.