ARIEL

Disney's THE LITTLE MERMAID

SEGA™

GAME GEAR

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA™ SEAL OF QUALITY

Epilepsy Warning

READ BEFORE USING

YOUR 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.**

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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 *Ariel, Disney's The Little Mermaid* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments the Sega screen appears, followed by the Title screen.
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.

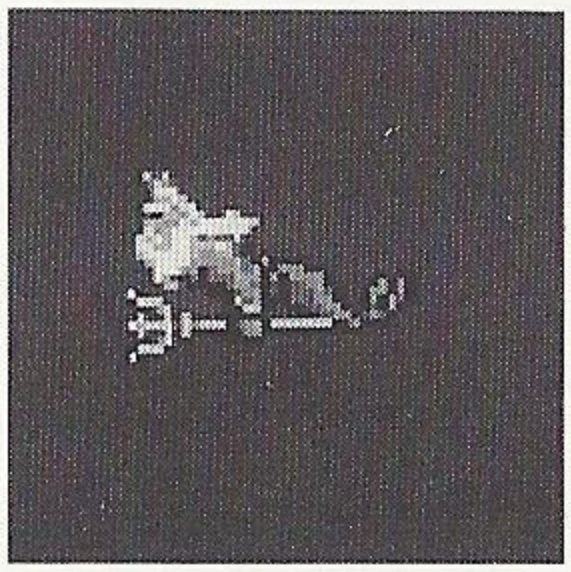


Let My Merpeople Go!

"You'll never defeat me! The seven seas bow to my power!" rants Ursula, the evil Sea Witch. In her plan to rule the kingdom, she's turning legions of merpeople into sad little polyps. Worse, she bewitches peaceful sea creatures and kidnaps a member of the royal family. All seems lost, until Ariel or Triton comes to the rescue!



Help Ariel cast her magical voice and rescue her father, King Triton. Or help Triton throw magical bolts and blazing fireballs to save Ariel. You'll battle sea urchins, skeletons, and square off against angry sharks. Test your strength and agility against the molten Lava Monster and the hideous Medusa.

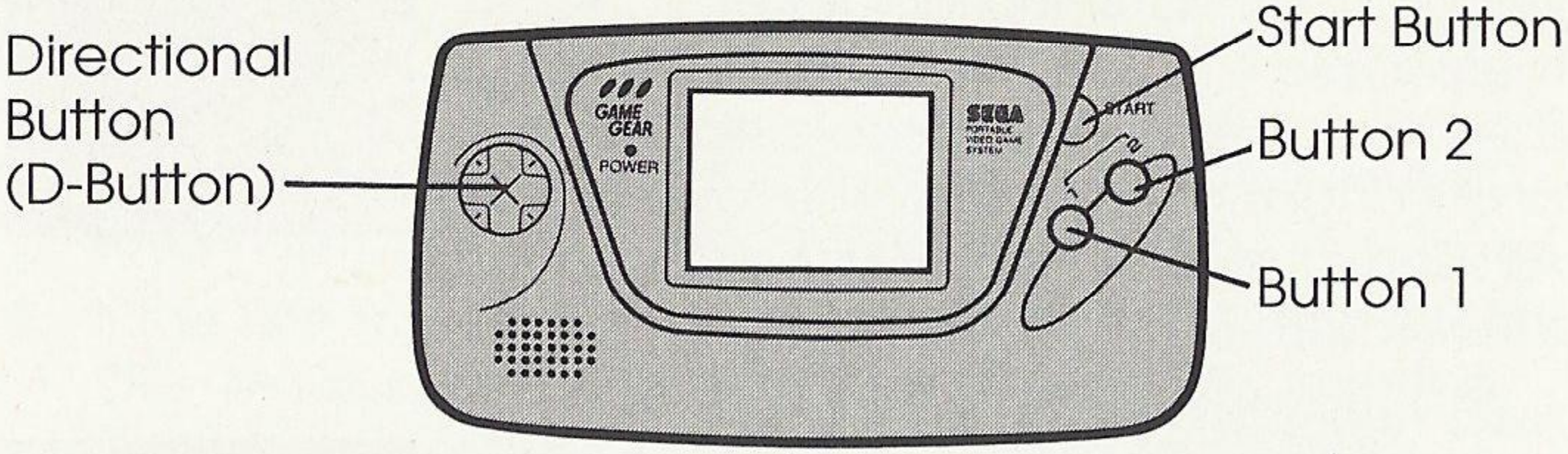


But fear not—faithful friends Sebastian, Flounder, and the digger fish rush to your side when you call. Open sunken treasure chests and hunt through dazzling coral reefs and deep caves with hidden dangers. Then gather your courage and enter Ursula's dark lair. There, the most ferocious challenges await before you can liberate the kingdom!



Take Control

For the best gameplay, learn the different button functions before you start.



On the Title screen

- Start exits the Title screen and goes to the Difficulty Select screen.

During the Demo

- Start exits the demo and goes to the Sega screen.

On the Character Select screen

- D-Button UP toggles the selection from Ariel to Triton.
- Start calls up the Difficulty Select screen.

On the Difficulty Select screen

- D-Button UP cycles through the choices.
- Start begins gameplay.

On the Status screen

- Start resumes gameplay.
- Button 2 calls up a map of the level.

On the Map

- Start returns you to gameplay.
- Button 1 calls up the Status screen.

On the Continue screen

- Button 1 continues the game.
- Button 2 exits the game.

Underwater, All Levels

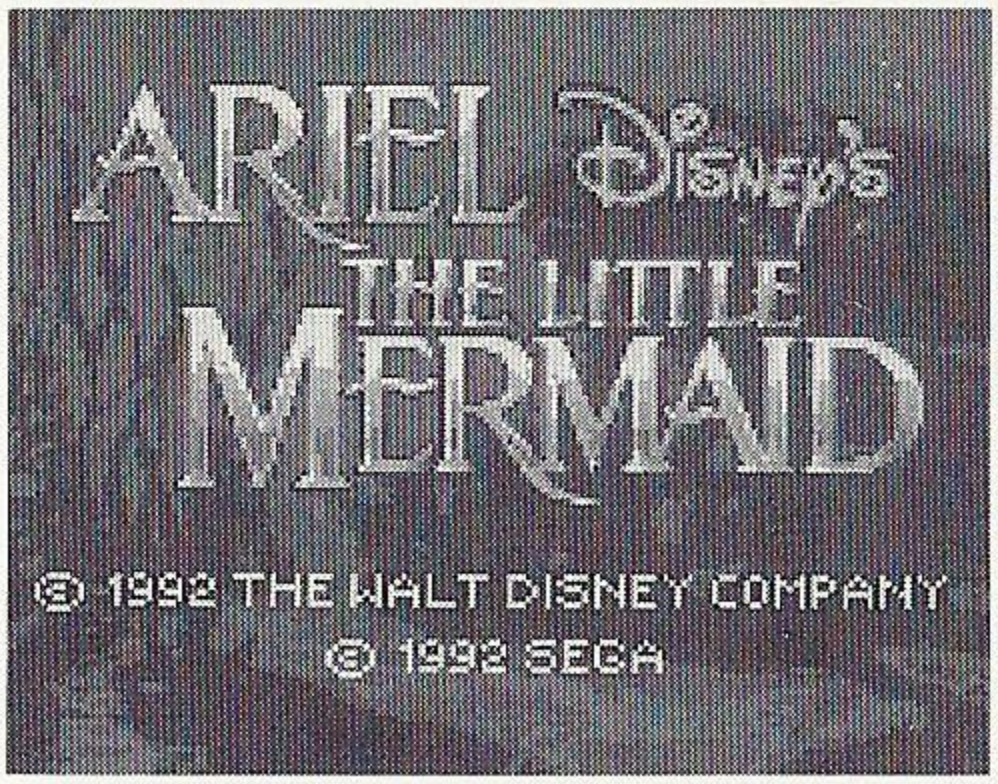
- Start pauses the game and shows the Status screen.
- Start then Button 2 calls up the map of the level.
- D-Button ANY DIRECTION turns Ariel/Triton and makes her/him swim forward. Hold down the D-Button to swim faster.
- Button 1 shoots the normal weapon or the super weapon. (Ariel's normal weapon is a musical note; her super weapon is a star. Triton's normal weapon is a magical bolt; his super weapon is a fireball.)
- Button 2 with the D-Button UP toggles between the normal weapon and the super weapon.
- Button 2 with the D-Button RIGHT selects Flounder; releasing Button 2 while still holding the D-Button calls Flounder to help you.
- Button 2 with the D-Button DOWN selects Sebastian; releasing Button 2 while still holding the D-Button calls Sebastian to help you.
- Button 2 with the D-Button LEFT selects the digger fish; releasing Button 2 while still holding the D-Button calls the digger fish to help you.

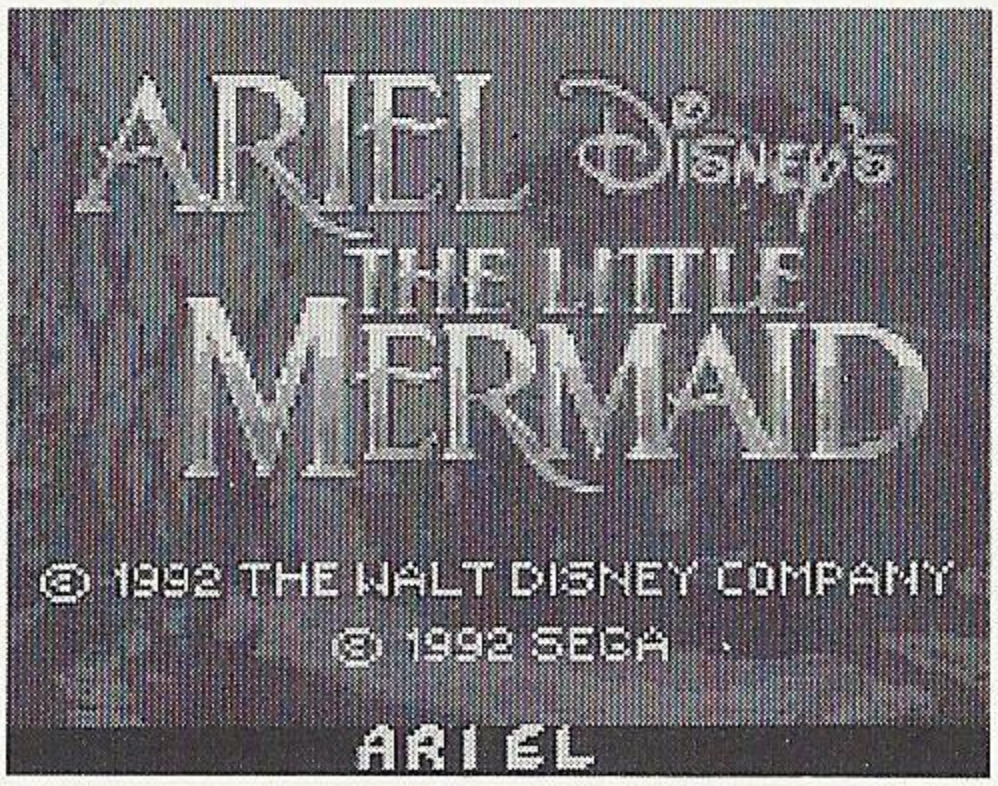
On Scuttle's Magical Collection screen

- D-Button UP or DOWN cycles through the choices.
- Button 1 trades your treasure for the item.
- Start returns you to gameplay.

Getting Started

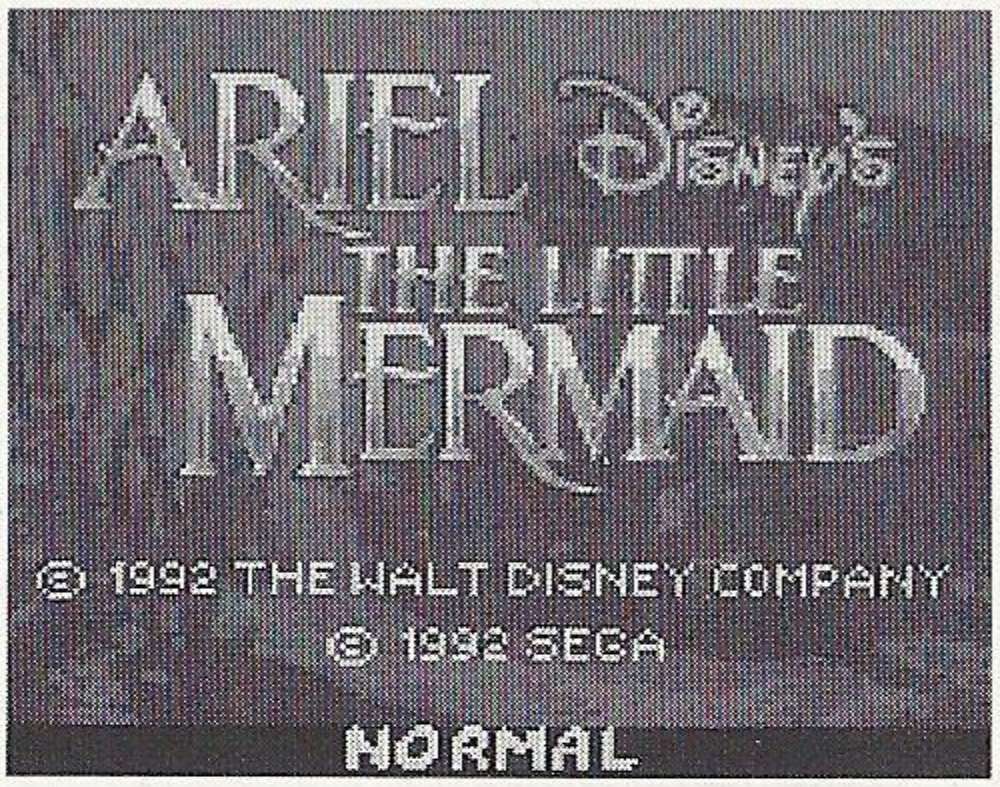
After the Sega logo, the Title screen appears, followed by the Character Select screen. If you do nothing, you see a demo of Ariel in the Reef. Press Start to return to the Sega screen.





Press the D-Button UP to toggle between Ariel and Triton. Then press Start to see the Difficulty Select screen.

On the Difficulty Select screen, press the D-Button UP to make your choice. In an easy game, Triton/Ariel starts with more treasure, super weapons, Fish Friends, and keys. You also go automatically to the boss level after each of the four levels.



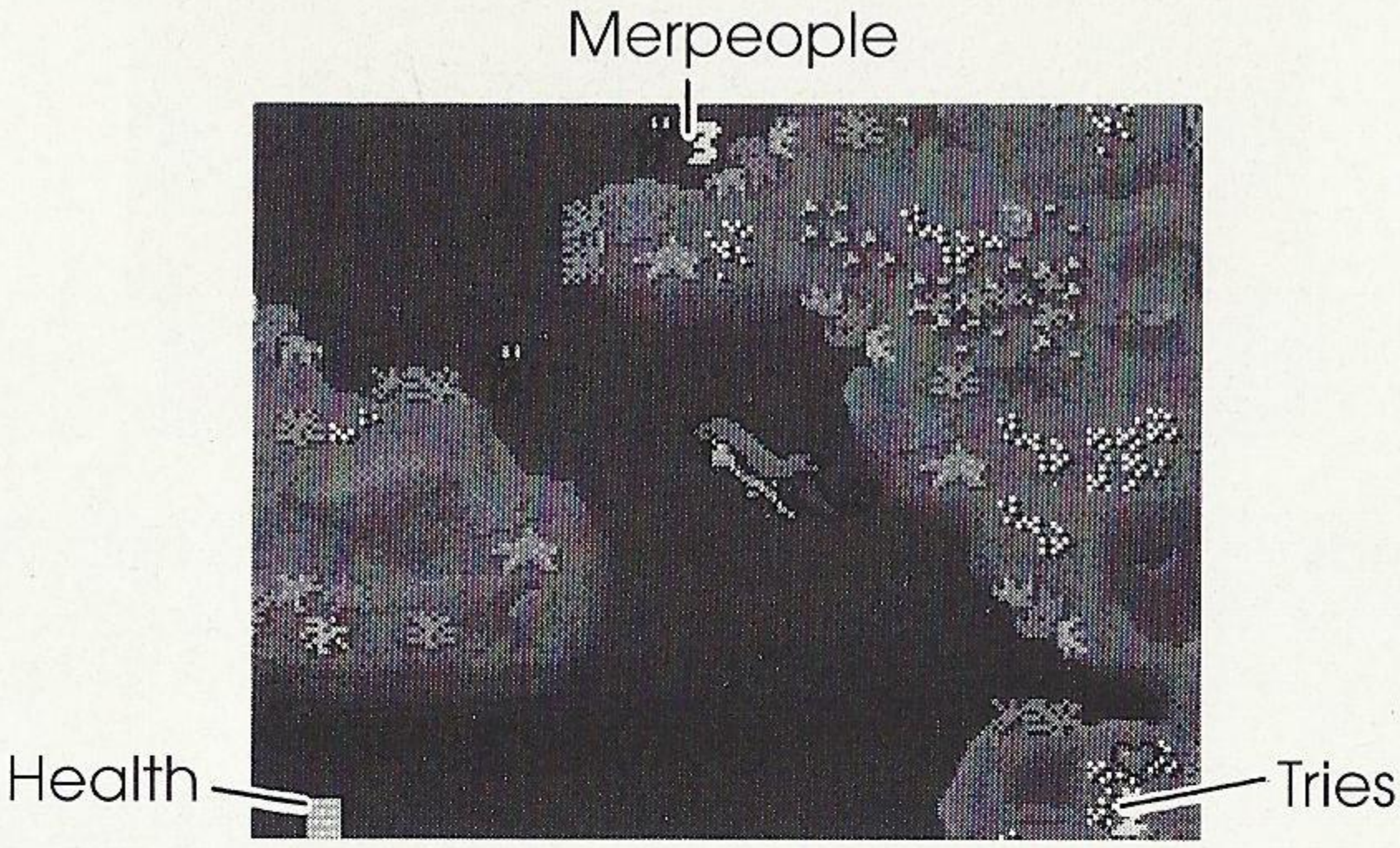
In a challenging game, Triton/Ariel starts with zero super weapons, keys, and treasure, fewer Fish Friends, and has to find the entry to each boss level.

In a normal game, the boss level entry appears on the map, and you must make Triton/Ariel swim into that spot to enter the boss level. Press Start to begin the game.

Adventure Under the Sea

To keep the kingdom safe and rescue Triton or Ariel, on each of four levels you must find and free all the merpeople, then defeat the level's boss. You'll fight bewitched critters in every location. Defend yourself! As Ariel, you make evil creatures disappear with your lovely singing voice and powerful sparkling stars. As Triton, you hurl fireballs and magical bolts.

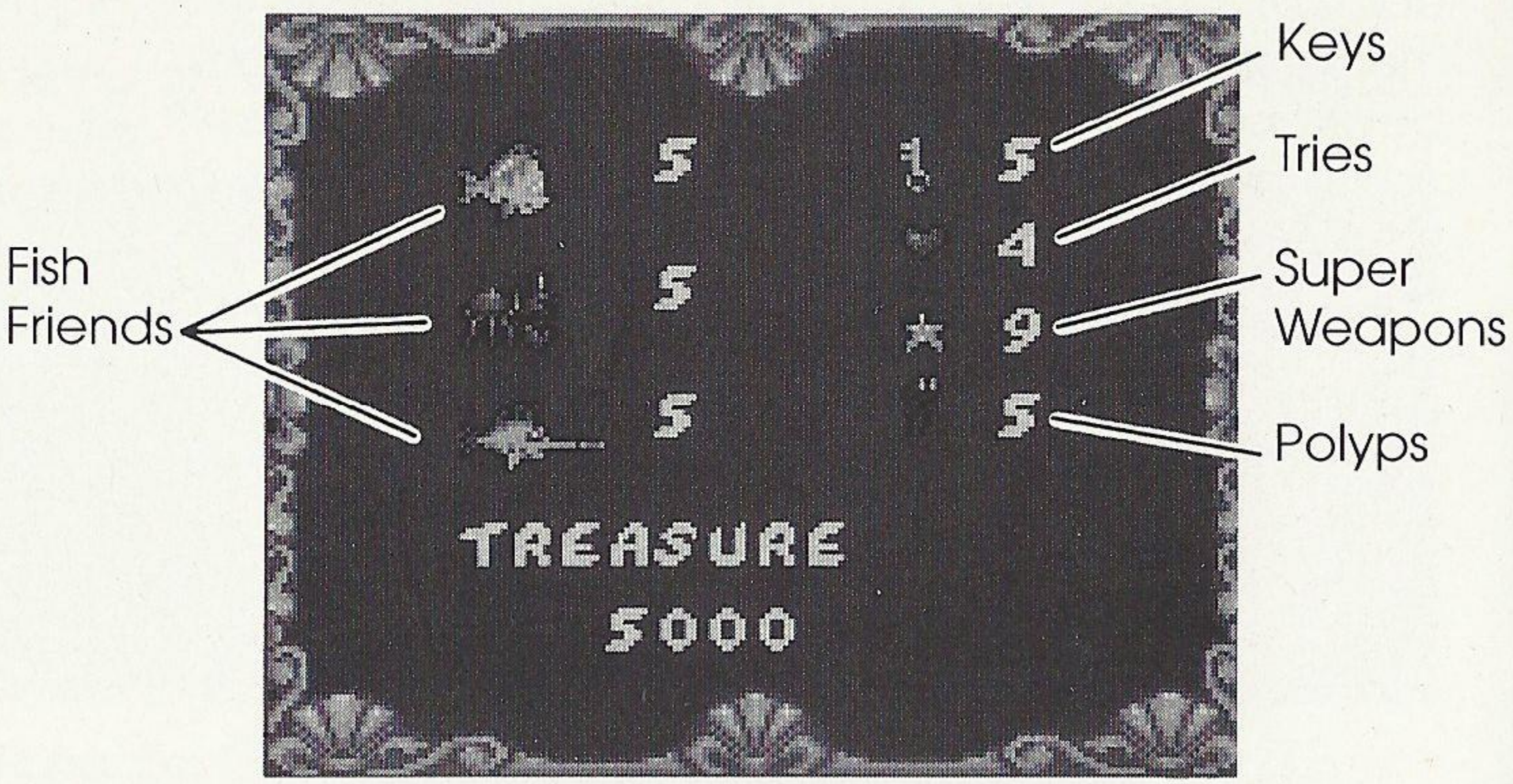
What Your Screen Shows



Gameplay Screen

- **Merpeople:** Shows the number of merpeople you still must rescue on this level.
- **Health Meter:** This shows your health. The bar decreases from top to bottom as your health weakens.
- **Tries/ Heart:** Counts the number of tries you have left before you have to use a Continue.

Press Start during gameplay to pause the game and see the Status screen.



Status Screen

Fish Friends: Counts the Fish Friends left to help you.

Keys: Counts the keys you have left for opening treasure chests.

Tries: Counts the number of tries you have left.

Super Weapons: Counts the stars or fireballs left to use against opponents.

Polyps: Counts the number of merpeople you have to rescue.

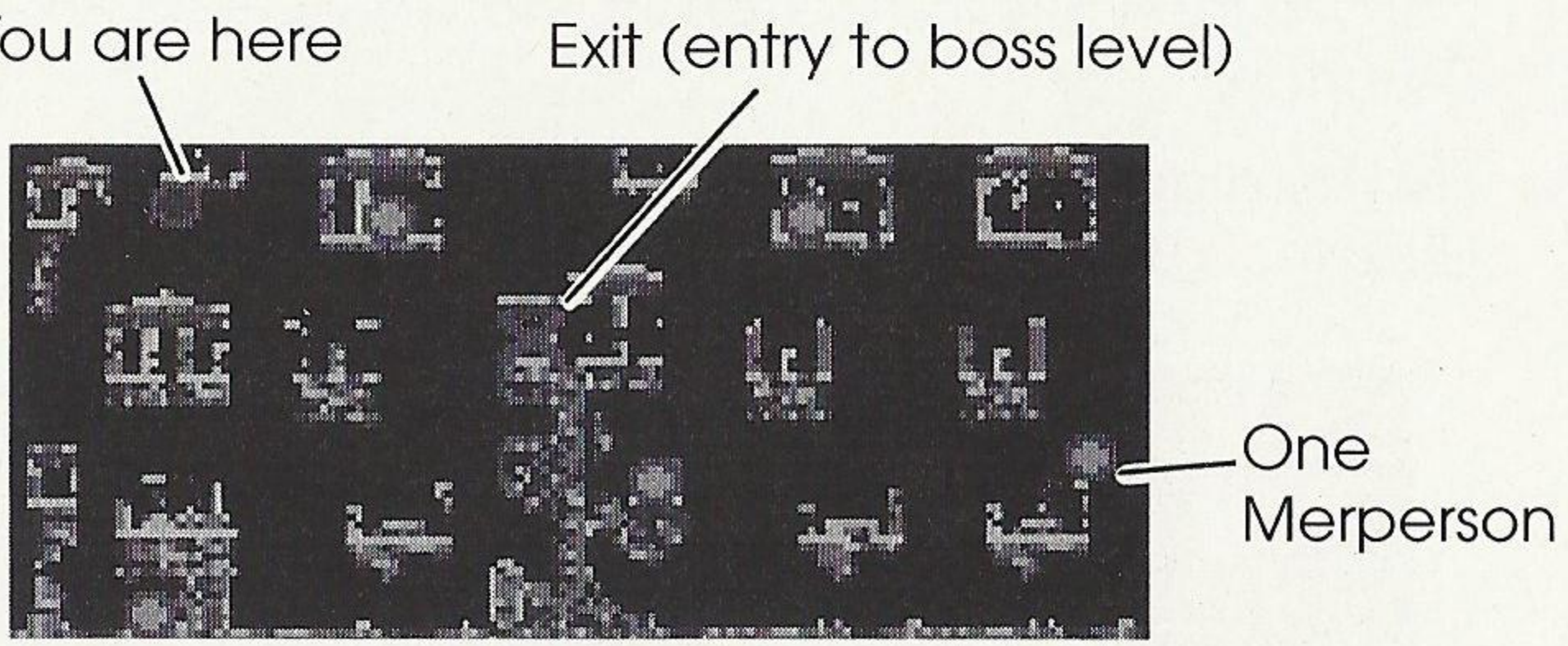
Treasure: The amount of treasure you have to trade for help or magical items.

Press Start again to return to gameplay.

Where are the Merpeople?

That's one question Ursula doesn't want you to answer! But don't listen to her! Press Start then Button 2 during game-play to whip out your trusty map and take a look.

For every level, a map shows you where Ursula's hidden the merpeople — they are indicated by yellow dots. Your location is indicated by a red dot.



Note: The entry to the secret boss level appears on the map only during a normal-level game, not during an easy or challenging game.

Polyp, Be Free!

Float over the miserable little polyp or pop it with your weapon to turn it back into a beautiful merperson.



Calling All Fish Friends...

Sebastian, Flounder, and the digger fish are the best friends you could ask for!

To get Flounder's help, press Button 2 with the D-Button RIGHT, then release Button 2 before you release the D-Button.

To get Sebastian's help, press Button 2 with the D-Button DOWN, then release Button 2 before you release the D-Button.

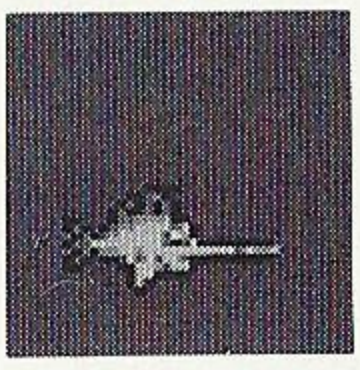
For the digger fish's help, press Button 2 with the D-Button LEFT, then release Button 2 before you release the D-Button.



Flounder:
Pushes rocks out of the way.



Sebastian:
Scares away opponents.



Digger fish:
Helps you uncover buried treasure!

Fish Friend Selection

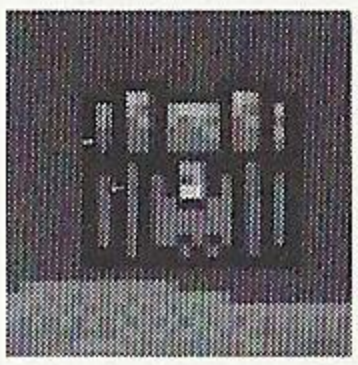
During gameplay, hold down Button 2 and press the D-Button RIGHT (Flounder), DOWN (Sebastian), or LEFT (the digger fish) to cycle through your Fish Friend choices. The Fish Friend you see on the screen is the one who's ready to help you when you call him.

Weapon Selection

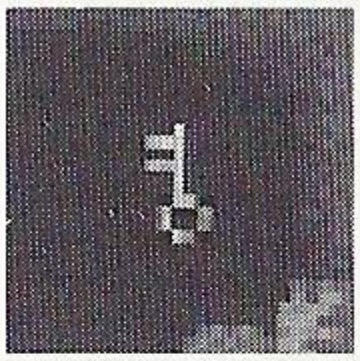
During gameplay, hold down Button 2 and press the D-Button UP to toggle between the normal and the super weapon.

Helpful Collectibles and Treasure

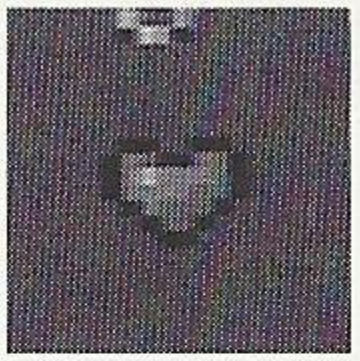
Scattered throughout the kingdom are a few items that Ursula forgot to bewitch! Float over them when you find them.



Treasure Chest: Sometimes buried in the sand, treasure chests yield a wealth of helpful items – but only when you have a key! Float over the chest to release its magical items, then float over the items to collect them. Each time you open a treasure chest you use up one key.



Key: Unlocks a treasure chest.



Heart: Gives you one more try.



Gem: Adds to your treasure.

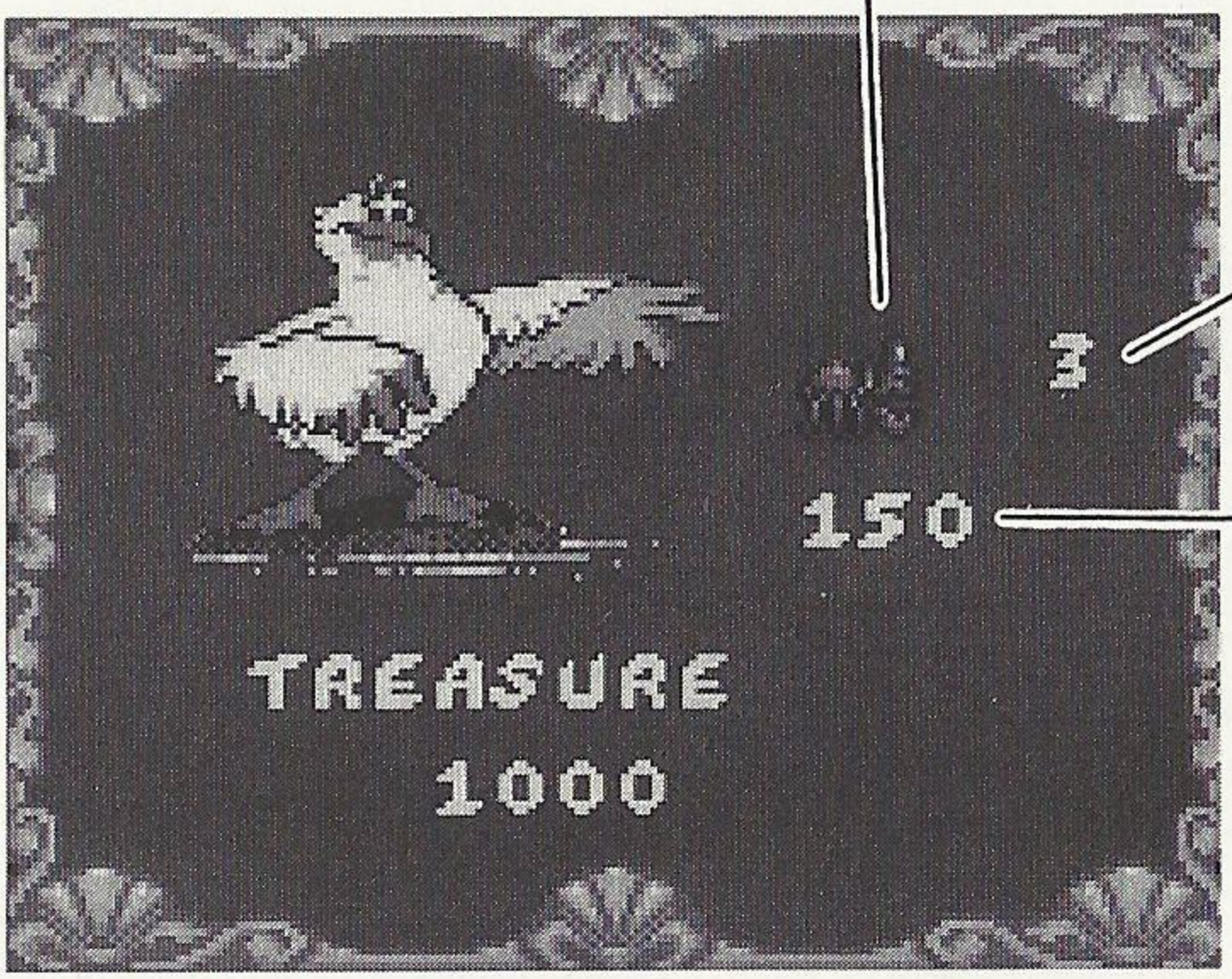


Coin: Increases your treasure.

Scuttle's Magical Collection

Floating in each of the four main levels, you'll find an "S" for Scuttle the Seagull. Scuttle's waiting patiently to see what you'll pick from his collection. Float into the "S" to get to his island.





Press the D-Button UP or DOWN to cycle through the choices. When you see the item you want, press Button 1 to trade your treasure for it!

You can trade your treasure for keys, extra pops with your star or fireball, extra Tries (hearts), and help from Sebastian, Flounder, and the digger fish. You can trade for up to 9 items in each category and 9 help attempts from each Fish Friend.

Press Start to go back to the game. And pssst — Scuttle's collection is not on the map, so you'll have to search for him!

End of Game and Continue

You lose a try when your health meter is exhausted. You see the Continue screen when you've spent all your tries. There are 5 Continues in an easy game, 3 in a medium game, and only 1 in a difficult game. Press Button 1 to continue, which lets you resume the game at the beginning of the last level you played. Press Button 2 to exit the game.



Undersea Locales

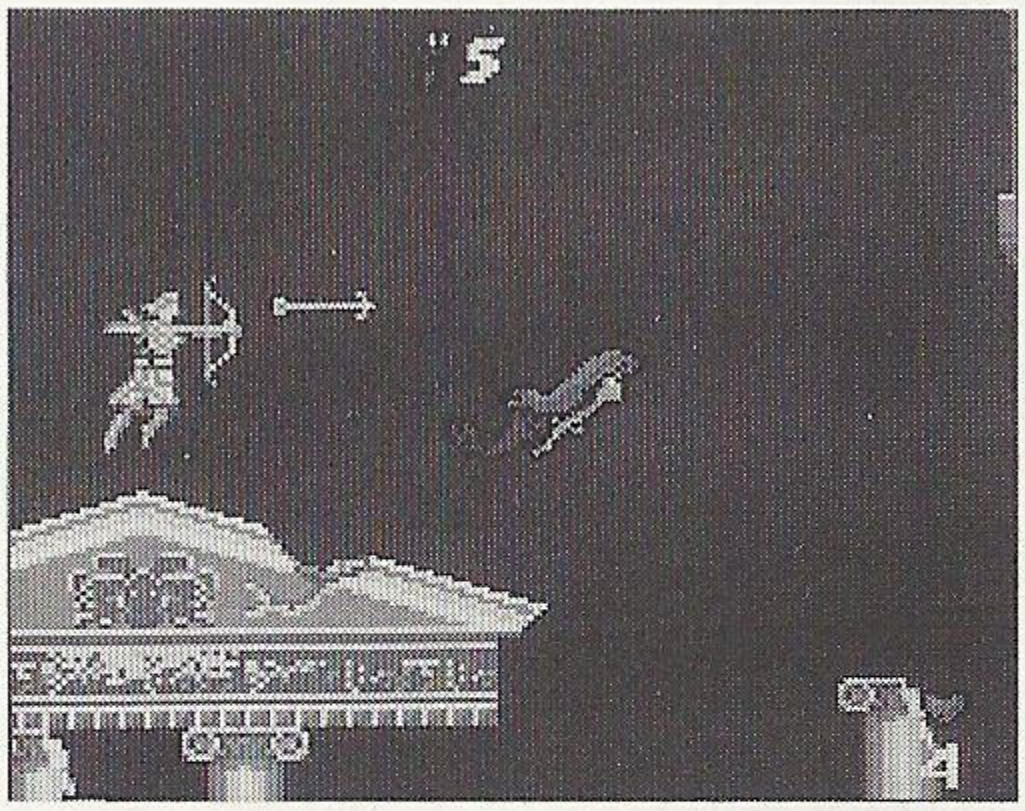
Level 1: The Reef
The Reef is beautiful but harbors many dangers. Watch out for nasty sharks, eels and clams.



Level 2: The Sunken Ship
Skeletons wielding swords try to ambush you from every direction!

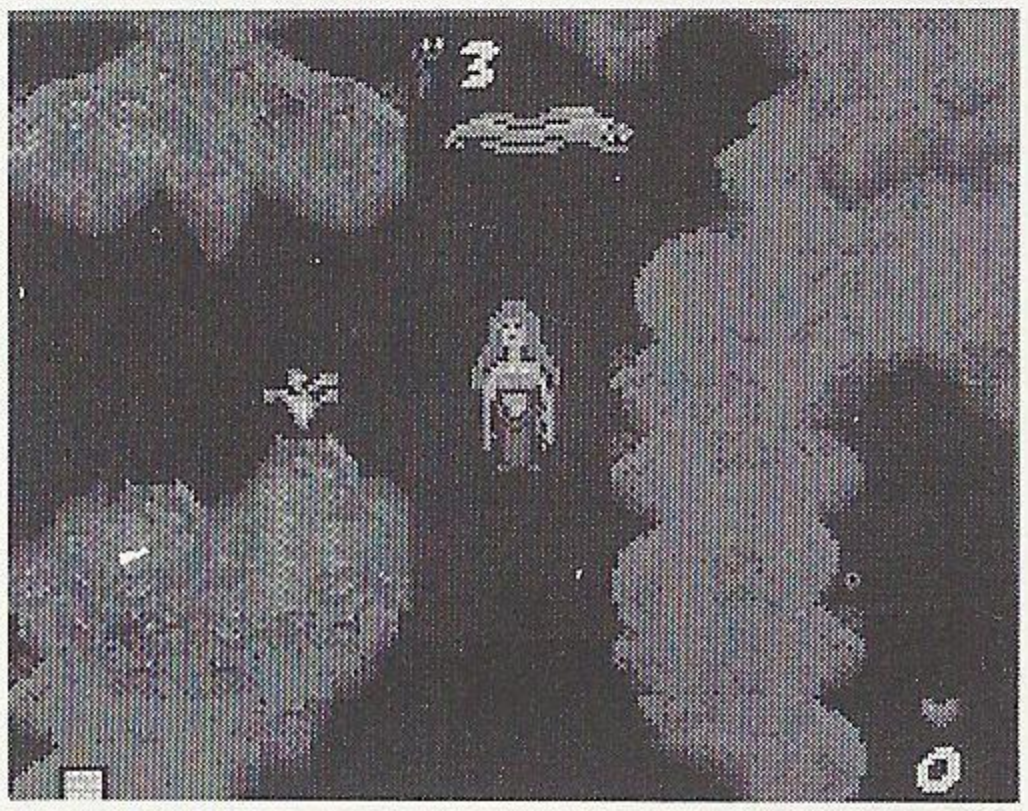
Level 3: Atlantis

In Atlantis, ancient statues toss dangerous disks in your direction. Watch out for the Archer.



Level 4: The Cave

In the Cave, you must avoid boiling lava mounds—and an increasing number of bewitched creatures. Try to stay cool!



Bewitched Creatures

Clam:
It bites, but you can get the clam to release a valuable item.

Shark:
These guys are quite social, and determined to have you for dinner.

Eel:
They'll zap you and sap your strength. In the Cave, they're electric!

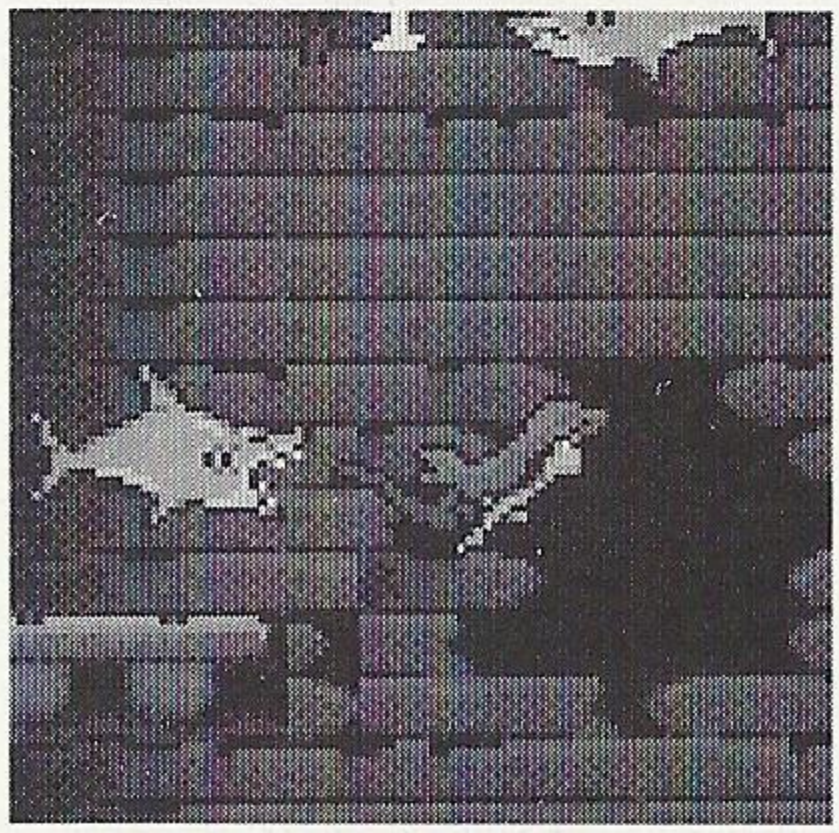
Skeleton:
Their swords are danger-ous, but so are their bones!

Monsters

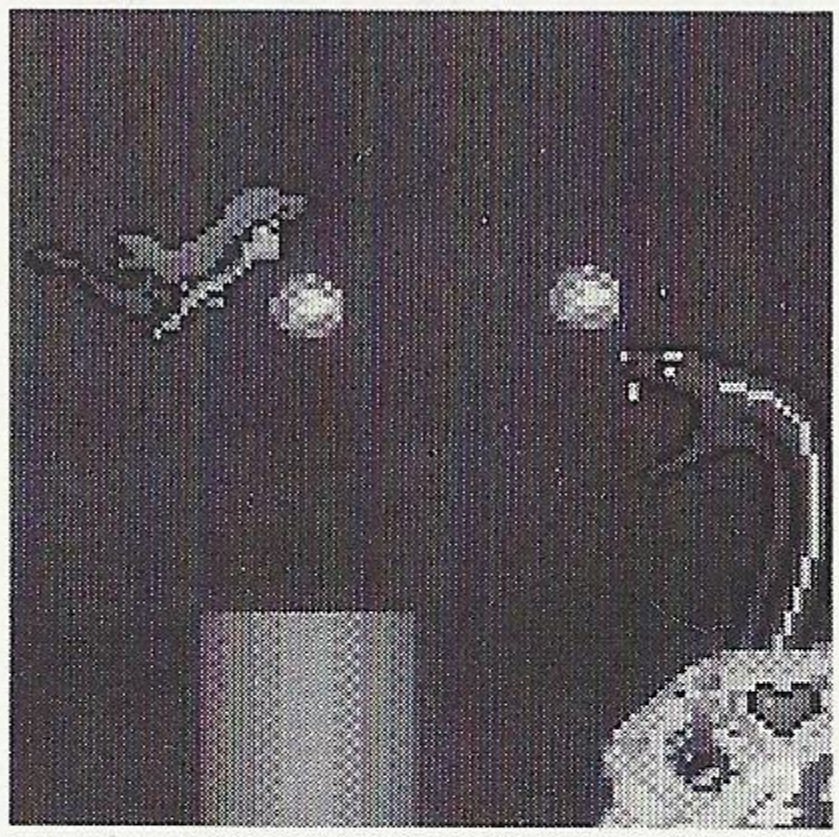
The Lava Monster is not having a good day. He continually blasts molten lava.



The Shark Boss has a mega appetite! And plenty of teeth to prove it!



The Medusa. She can't do a thing with her hair! But you can, if you're persistent!



Encounter with Ursula

Battle the horrible Sea Witch to save your kidnapped father/daughter!

Underwater Survival Tips

- If you're playing a challenging-level game, plan ahead. Be sure you have plenty of Flounders to help you.
- Before you leave each level to fight the boss, be sure to visit Scuttle and stock up on helpful items.

Handling This Cartridge

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

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega 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

DO NOT RETURN YOUR SEGA 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, we 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 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 the technician is unable to solve the problem by phone,he 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.

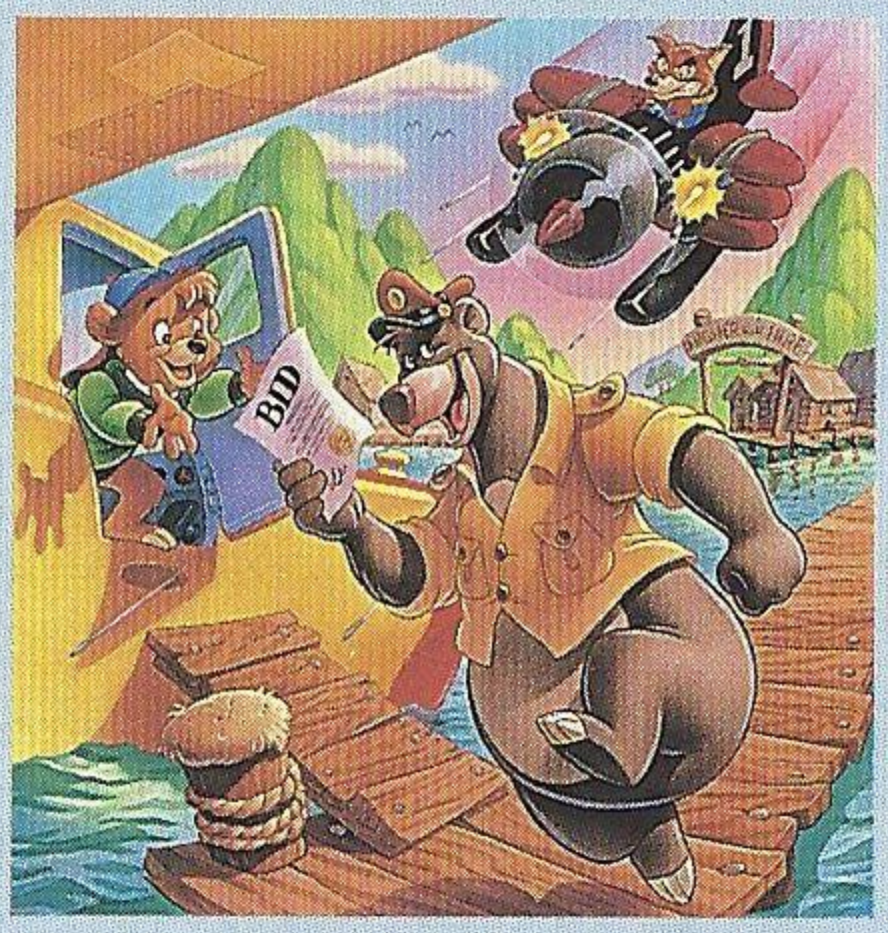
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SOAR INTO ADVENTURE WITH DISNEY'S HIT FROM SEGA™!

Disney's TALESPIN



Kit and Baloo scramble to win the world's zaniest flying contest ever, in their famous flying machine, the Sea Duck.

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