GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

CASTLE OF ILLUSION™

STARRING MICKEY MOUSE



SEGA™

Starting Up

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

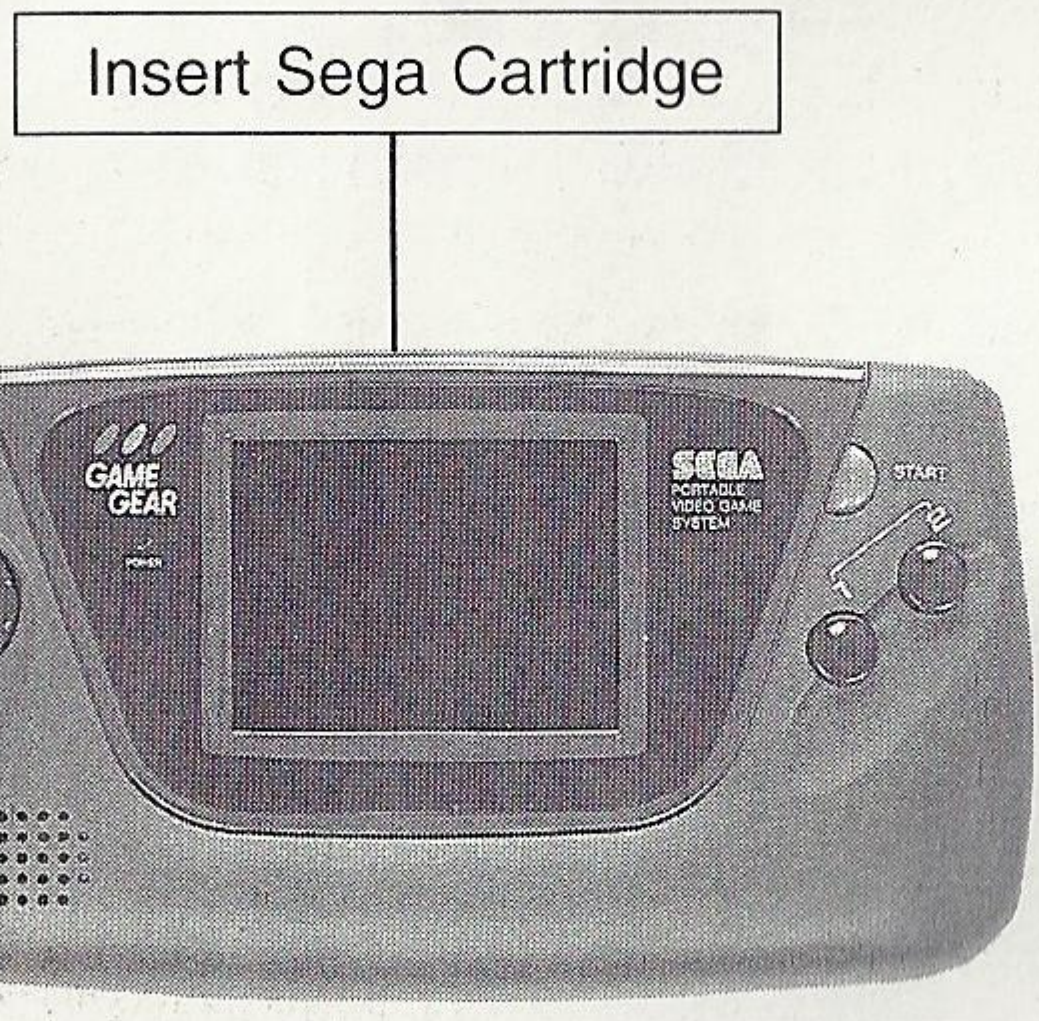
2. Make sure the power switch is OFF. Then insert the Castle of Illusion cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the Castle of Illusion Title screen appears.

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: Castle of Illusion is for one player only.



Captured by Illusion!

It's a lovely day in Vera City. The sun is shining, the birds are singing and the sweet fragrance of the flowers fills the air.



Mickey and Minnie are happily dancing in the meadow. But suddenly, thick, gray clouds cover the sun and the birds fall silent. A musty odor overcomes the pleasant fragrance of the flowers. Mickey glances up to see a witch on a broom hovering above him! It's Mizrabel, the evil witch who is jealous of Minnie's beauty! Her bony fingers clench Minnie's arm!

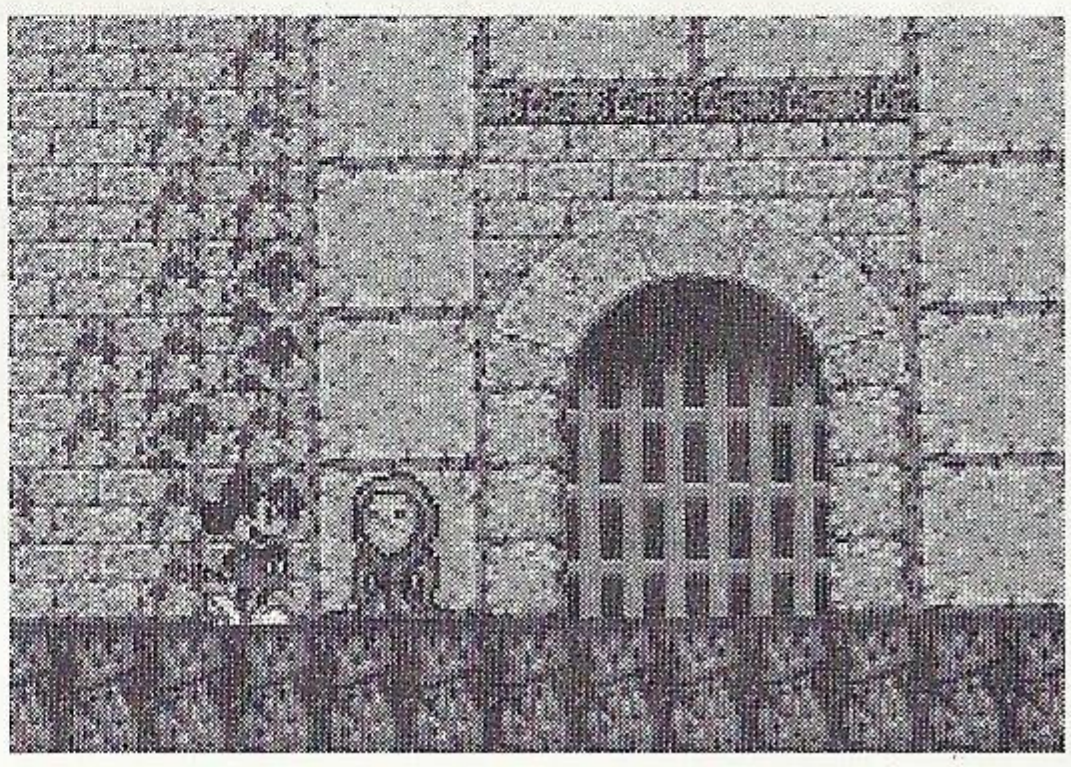
"This pretty thing is coming with me!" she shrieks. "Hee-hee-hee-hee-heee!" And away she flies with Minnie.

Mickey chases the fleeing witch through the forest and past towering mountains. Finally he reaches the Castle of Illusion, perched on a high, craggy cliff. At its gate, he meets an old man, bent over with age.

"You must rescue Minnie before it's too late!" says the old man. "Mizrabel is going to take Minnie's beauty for herself. She'll make Minnie look mean and evil, just like her! You can defeat her only if you have the seven Gems of the Rainbow."

"Where are those gems?" asks Mickey.

"You'll find them in the castle," the old man replies, "but they are guarded by the Masters of Illusion. They have created strange worlds and bizarre creatures to keep you



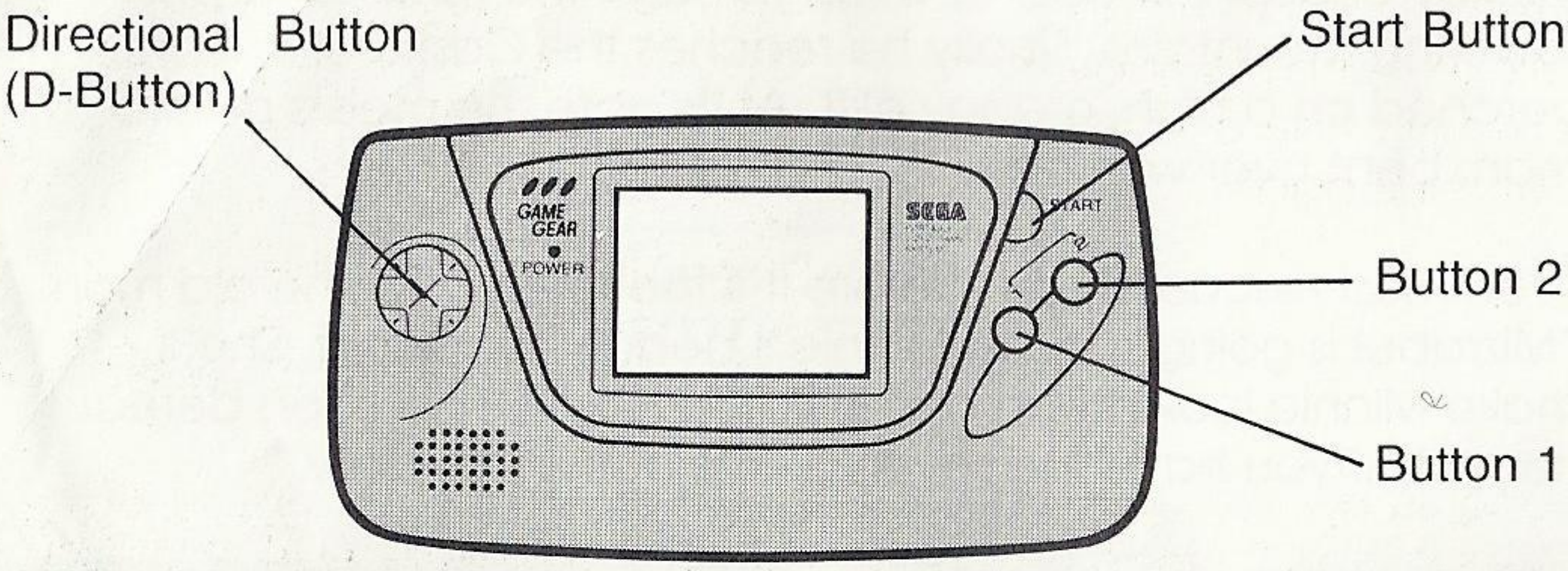
from reaching Minnie. You must be careful!"

Mickey thanks the man and hurries through the gate. In the castle, Mickey opens every door to every room. Each door leads to a different world of illusion.

Can Mickey find the seven Gems of the Rainbow in time to rescue Minnie? It's up to you! Wander through creepy caves and dark dungeons. Splash into a cup of tea and leap across frosty ice cream swirls! Knock down chocolate chips, juggling clowns and crawly caterpillars with Mickey's bounce attack. Minnie needs your help! Hurry!

Take Control!

To help Mickey win, learn the different button maneuvers before you start playing.



Directional Button (D-Button)

- On the Game Selection screen, press up or down to select a Practice or Normal game.
- Press up to get Mickey through a castle door.
- Press left or right to move Mickey in those directions.
- Press up to make Mickey climb ladders. Press down to make him go down ladders.
- Press down to make Mickey duck.

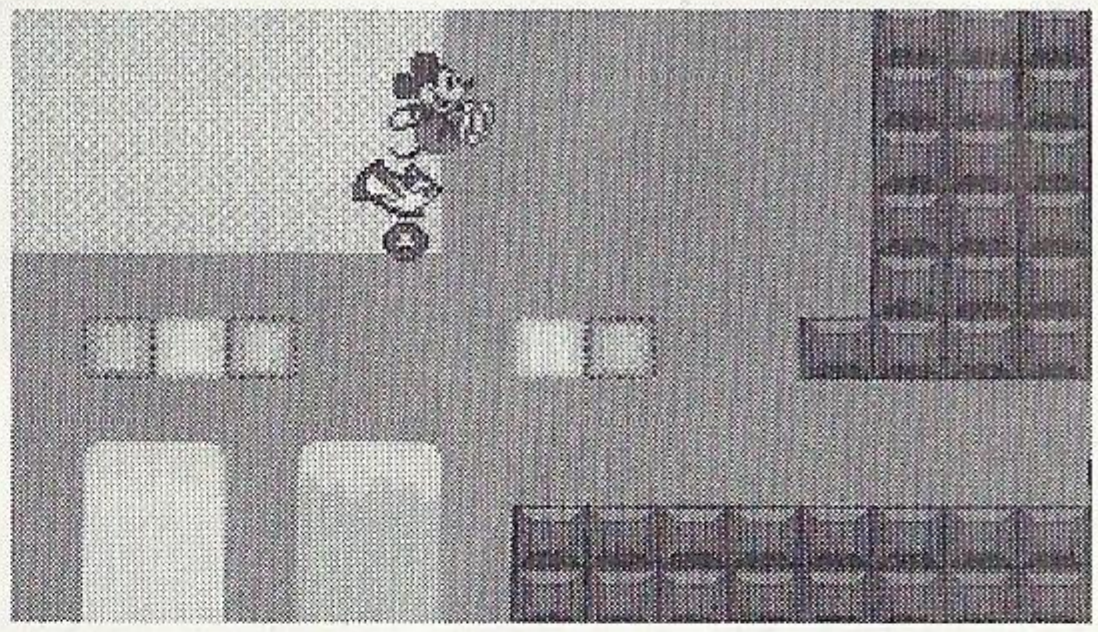
Start Button
- During the story, press to skip through the screens.
- At the Title screen, press to see the Game Selection screen.

Button 1
- At the Game Selection screen, press to start the game.
- Press to continue from all between-level screens.

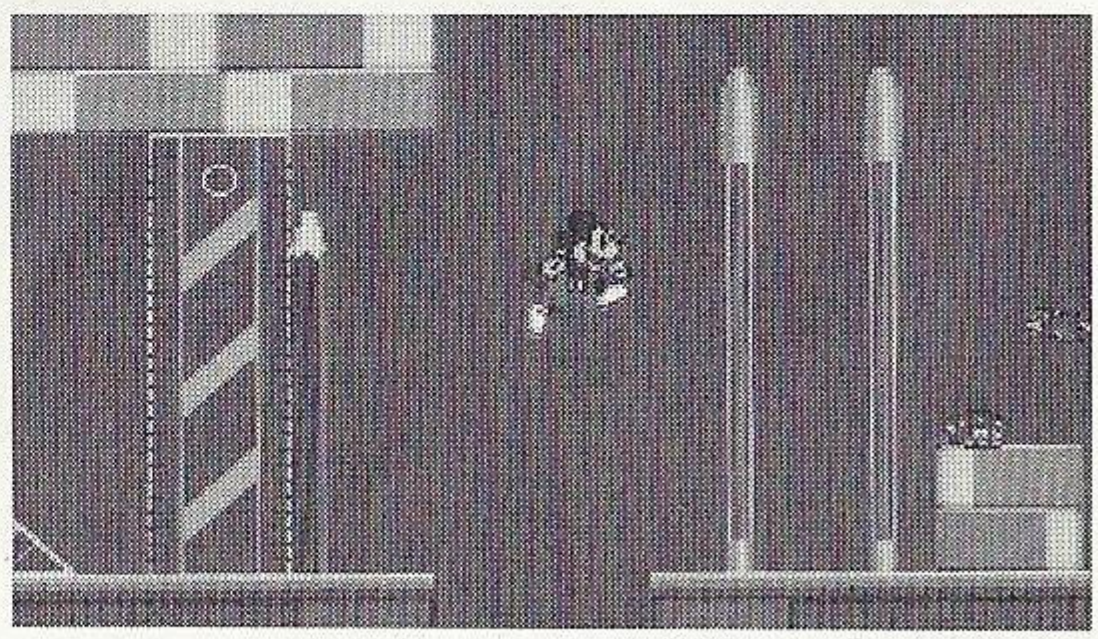
Button 2
- At the Game Selection screen, press to start the game.
- Press to continue from all between-level screens.
- Press to make Mickey jump. Keep holding the button down for higher jumps.
- Press repeatedly to make Mickey float when swimming.
- Press to make Mickey descend ladders quickly.

Mickey's Special Feats

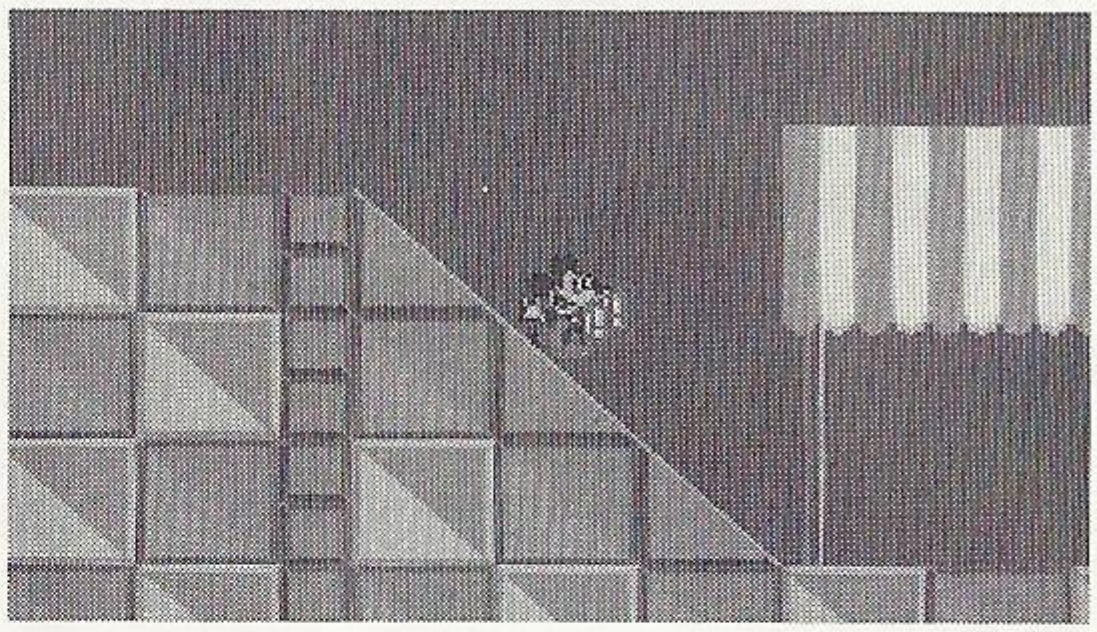
Bounce Attack
Press Button 2. When Mickey's in midair over an enemy or an obstacle, press Button 2 again.



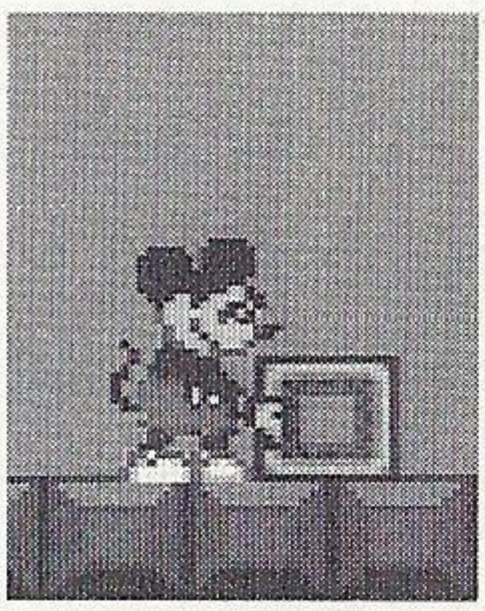
Long Jump
Press Button 2 when Mickey's running, to jump over enemies and holes.

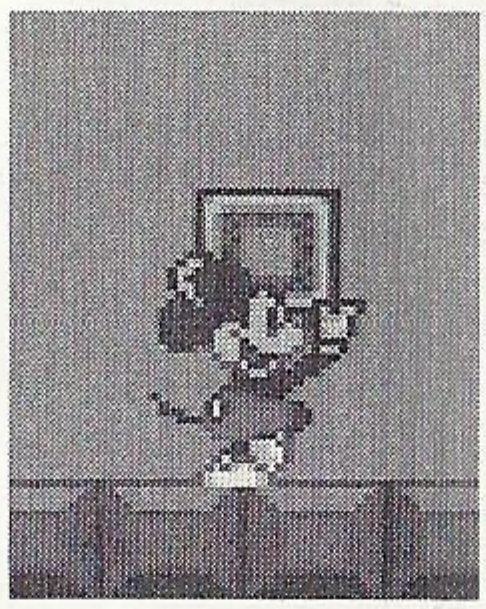


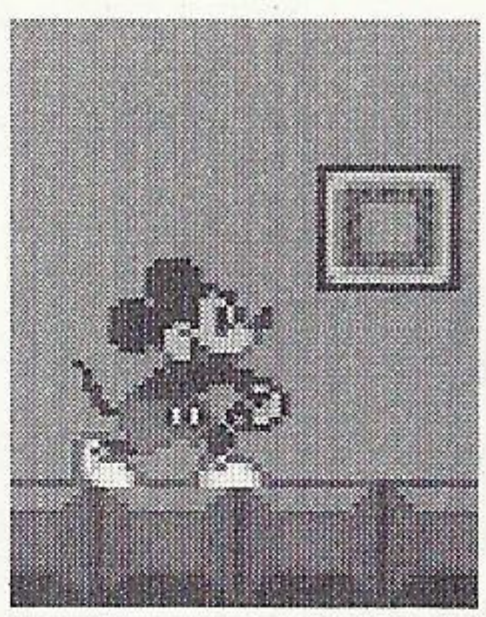
Sliding Down Slopes
When Mickey's on a slope, press Button 2. When Mickey's in midair, press the D-Button in the direction you want Mickey to go, then press Button 2.



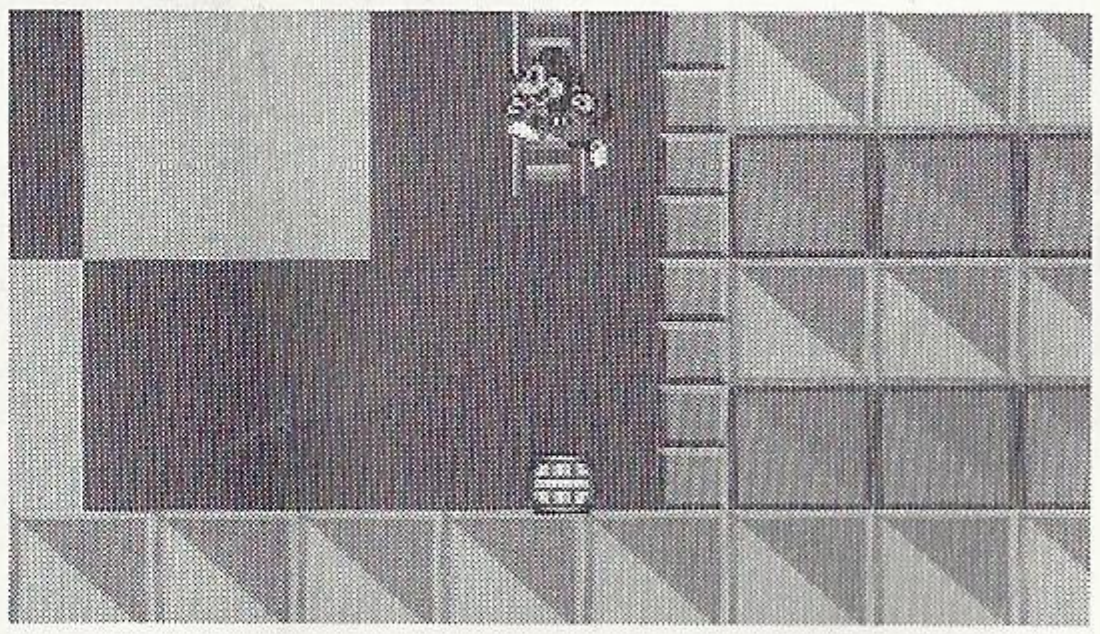
Picking Up and Throwing Things
Press the D-Button when Mickey is standing next to an obstacle or an item to make him hold it. Then press Button 1 to make Mickey pick it up. Press Button 1 again to throw it.





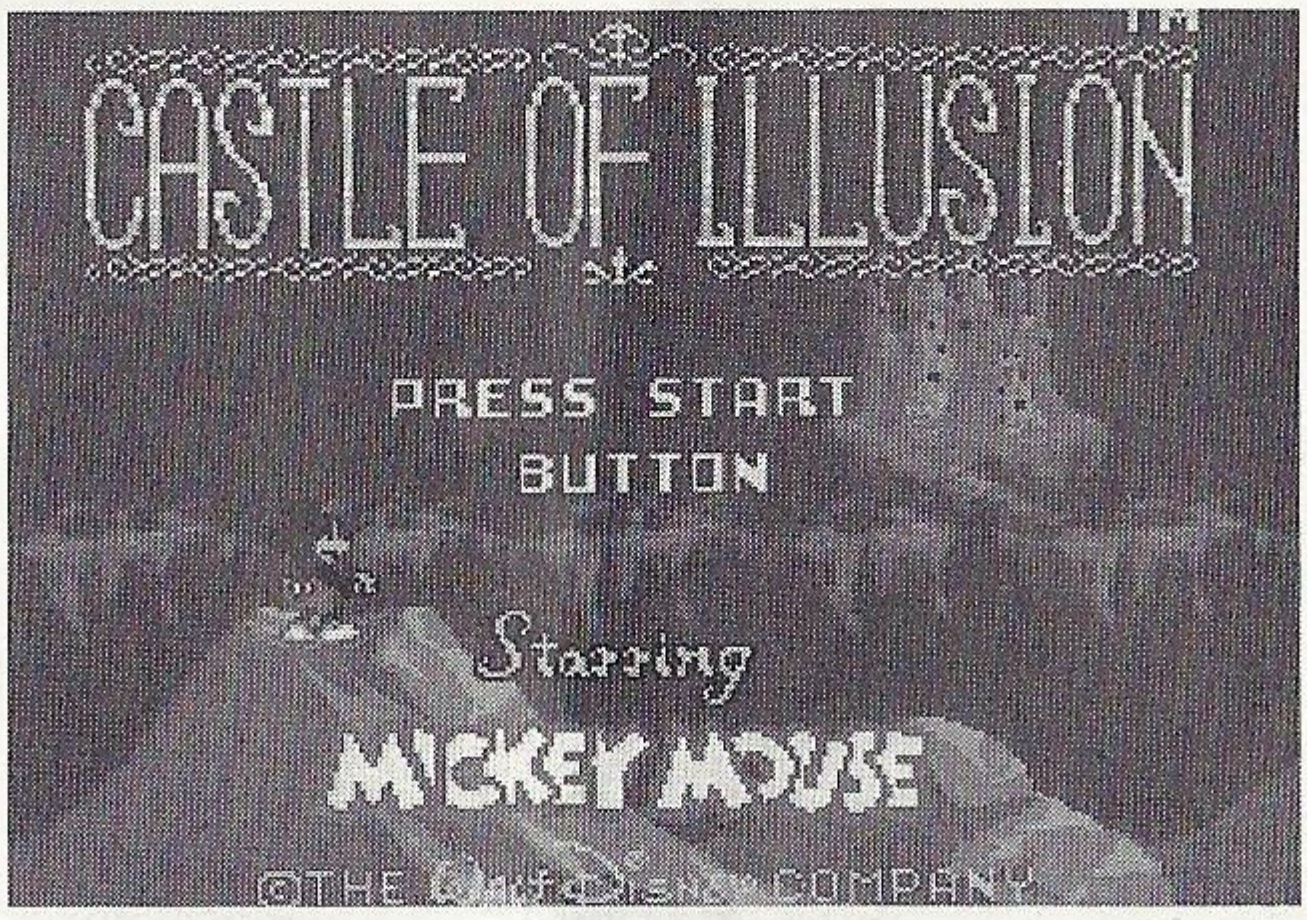


Reaching High Ladders
Press Button 2 to make Mickey jump. When Mickey touches the ladder, press the D-Button up.



Getting Started

Read the story screens to find out how Witch Mizrabel captured Minnie, and how Mickey got to the Castle of Illusion. (Or press Start to skip the screens.) At the Title screen, press Start. The Game Selection screen appears.



On the Game Selection screen, press the D-Button to select a Practice or Normal game. Then press Button 1, Button 2 or Start to begin the game.



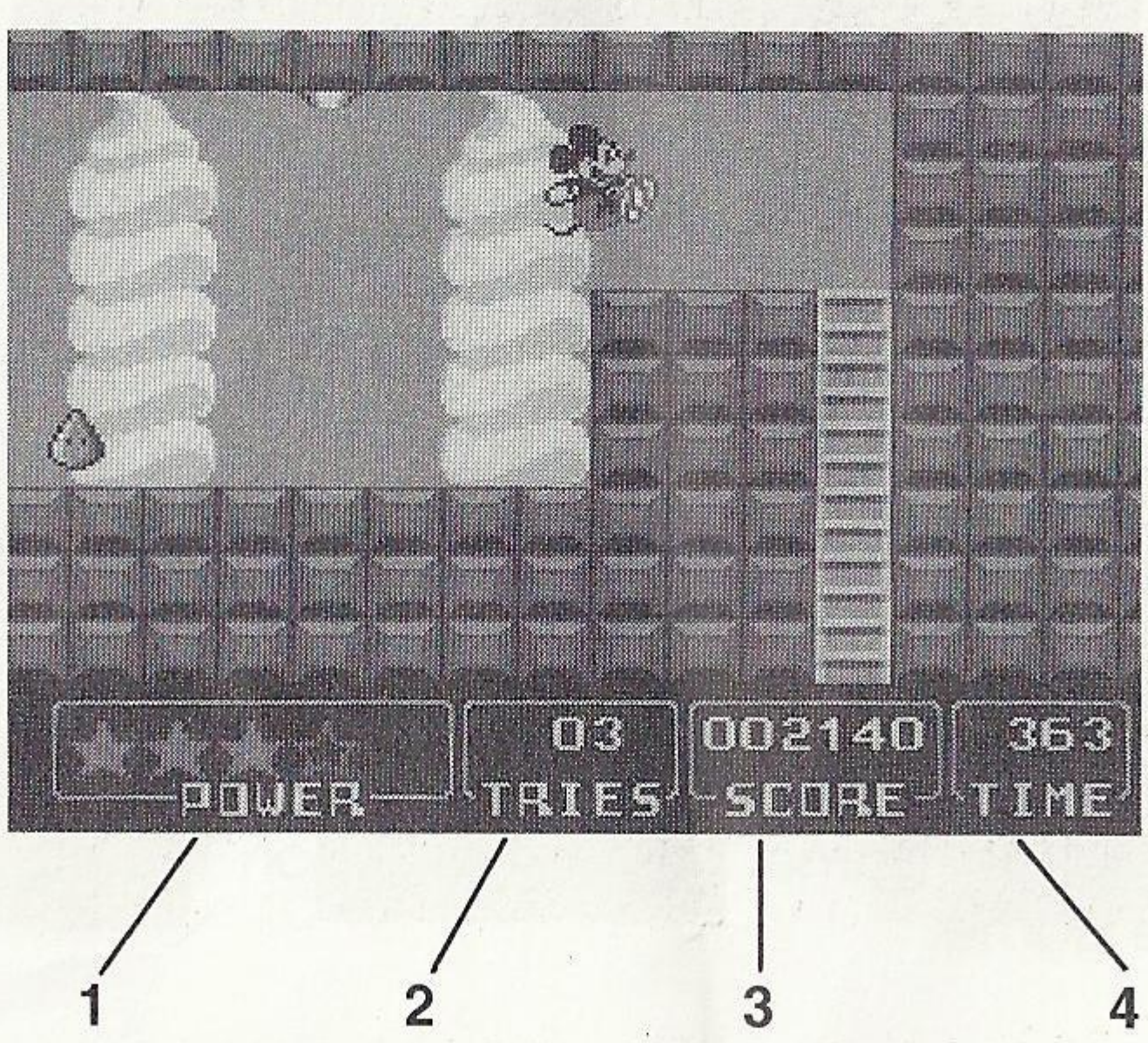
- **Practice:** Mickey starts with three power stars to search three levels and find three Gems.

- **Normal:** Mickey starts with three power stars to search all five levels and find seven Gems.

How's Mickey Doing?

Mickey enters the Castle of Illusion with three chances to rescue Minnie. In the castle, he finds himself in front of three wooden doors. Behind each door are mysteries, enchantments and illusions! Follow Mickey through one of the doors. . .

. . .and as you play, keep an eye on the meters at the bottom of the screen. They'll show you how Mickey – and you – are doing.



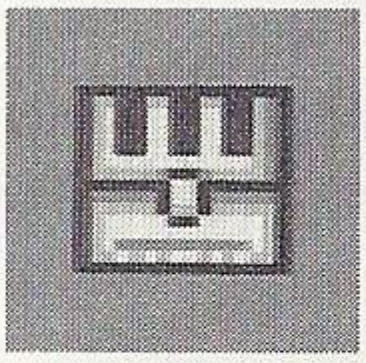
1. **Power Gauge** shows how much power Mickey has left. Every time he gets bonked or accidentally runs into an enemy he loses some power. If he loses all his power, he loses one try.

2. **Tries** shows how many chances Mickey has to get through the entire game. He starts with three tries. If he loses them all without finishing a level, the game is over.

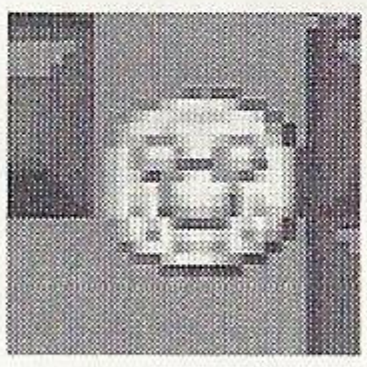
3. **Score** shows how many points you've earned so far.

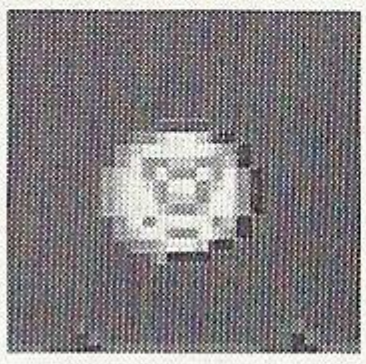
4. **Time** shows how much time you have left to complete the level. When the timer reaches zero, you lose one try.

Mickey's Treasures

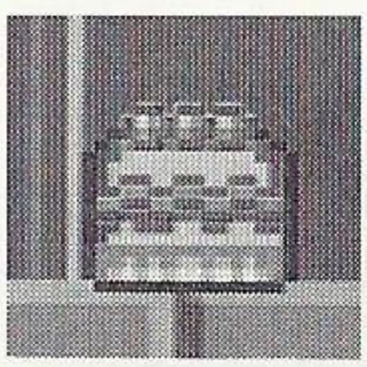


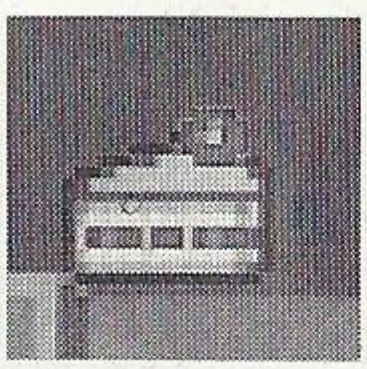
Treasure Chests Hold goodies for Mickey. Break them open with the Bounce Attack or by throwing them.



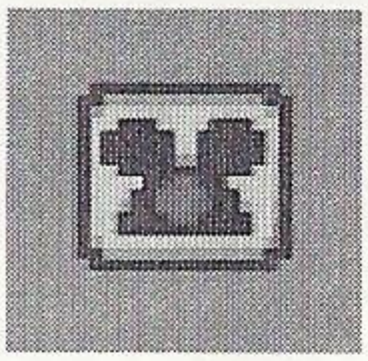


Gold Coins Add extra points to your score. The large one is worth 2,000 points and the small one 500 points.



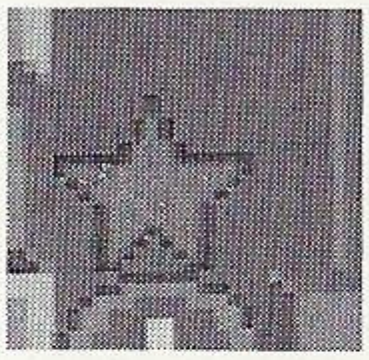


Cake Gives Mickey power. Picking up the large cake fills two power stars and picking up the small cake fills one power star.

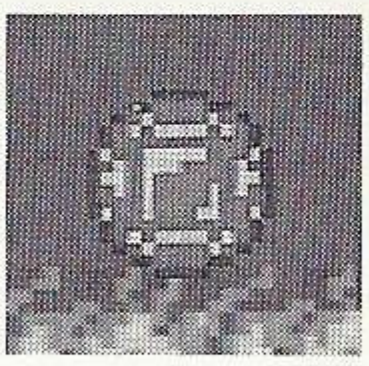


Mouse Ears Give Mickey an extra chance (try) to complete the game.

Note: Earning 10,000 points or more gives Mickey an extra try. After that, Mickey earns an extra try every time 10,000 points are added to the score.



Power Stars Add an extra power star to the Power Gauge.



Gems Collect all seven of these to rescue Minnie.

Mickey's Bizarre Adventures

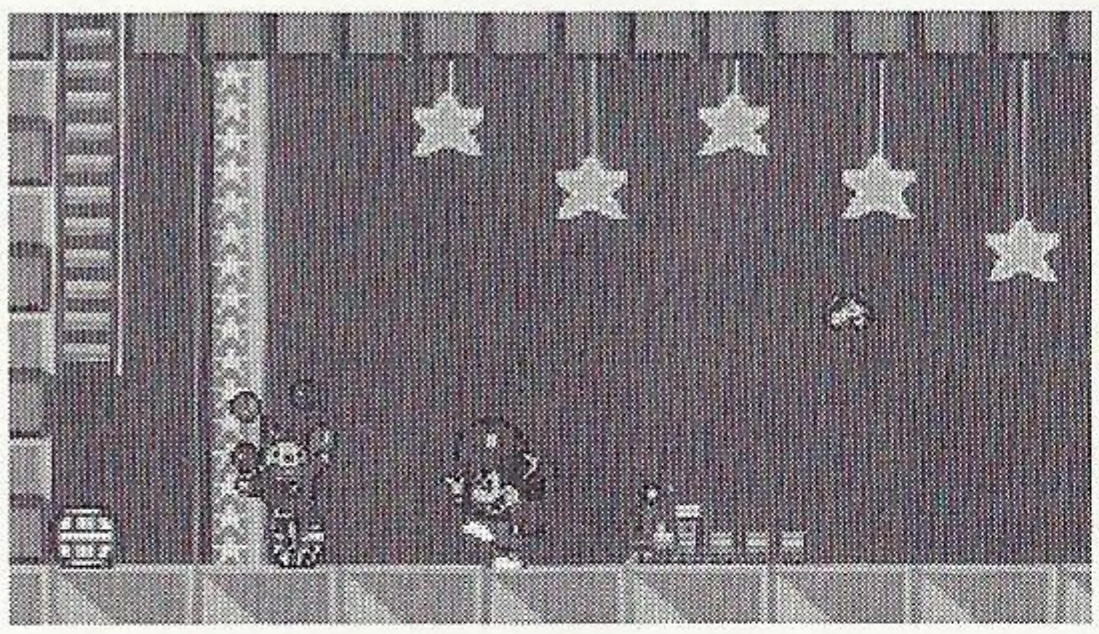
Behind every door in the castle is a different world of illusion. Each world is a labyrinth filled with a myriad of critters and tricks, all created by Mizrabel and her masters of illusion. Good luck!

The Enchanted Forest



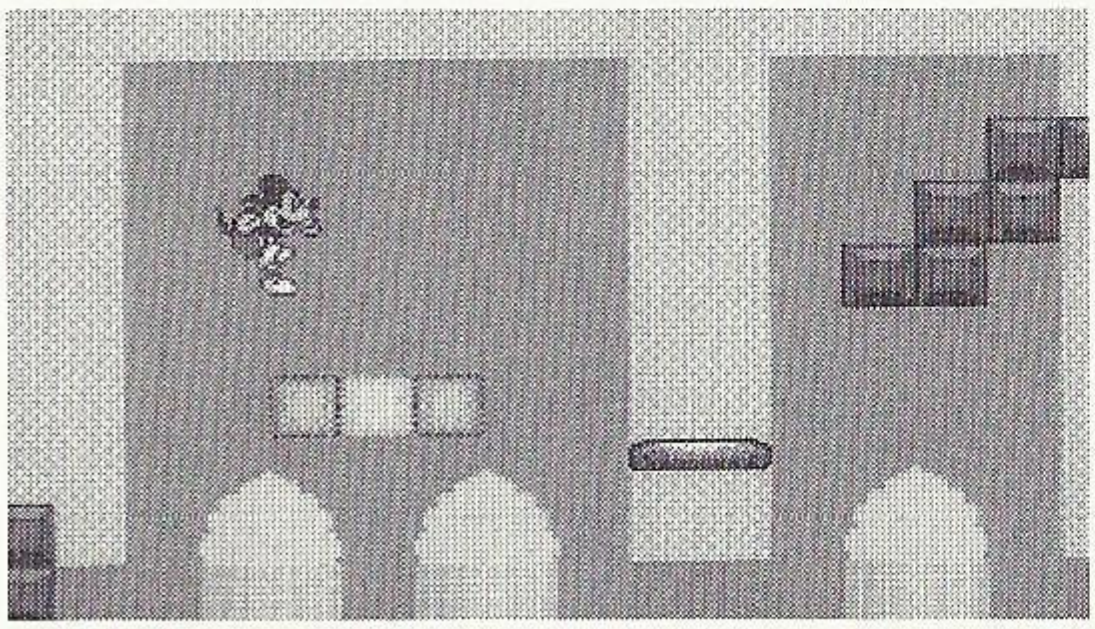
Enter a glowing forest where trees and roly-polies crawl, tulips spit poison seeds and spiders attack from their sticky webs. Carefully leap across falling leaves. Beware of butterflies and creepy caterpillars!

Toyland



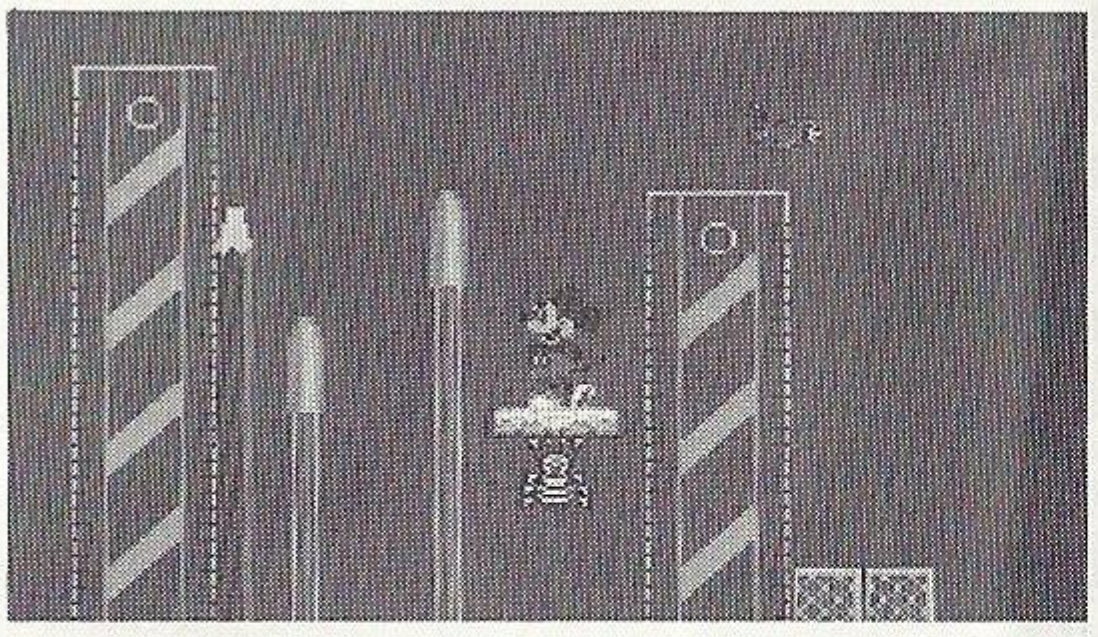
Stroll into a maze of animated toys. Knock down prancing chessmen and juggling clowns! Duck or jump over buzzing toy airplanes! You may get lucky and find a shortcut – or end up in a booby trap!

The Dessert Factory



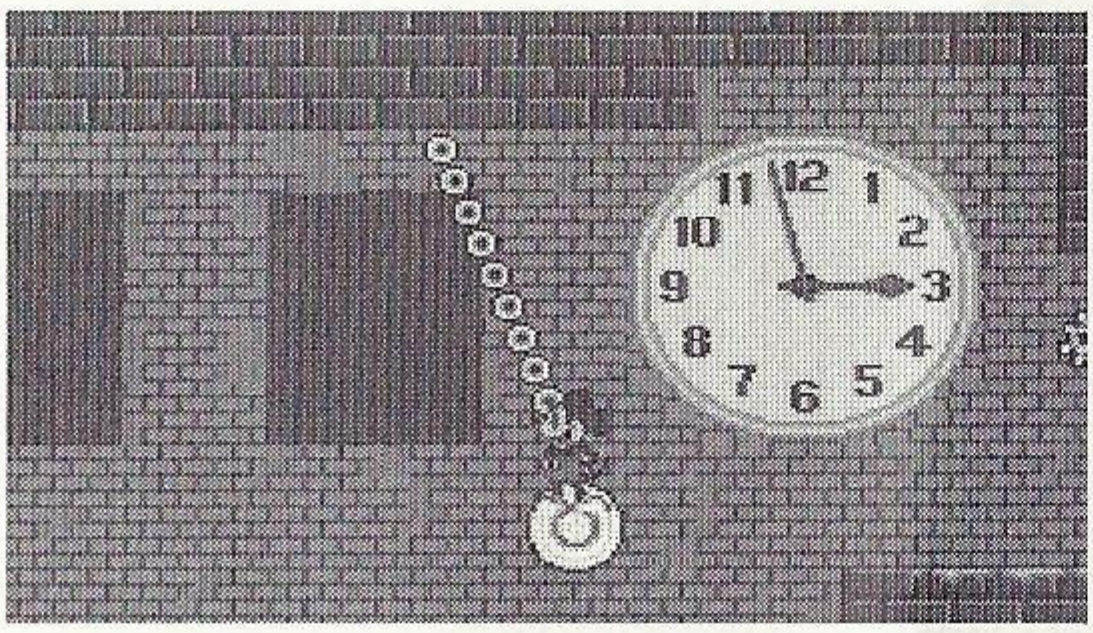
Huge cinnamon doughnuts chase after you and fluffy cupcakes block your path. Slide down chunks of chocolate and swim with the jelly beans in a puddle of milk! This world of delightful treats is full of frightful tricks!

The Library



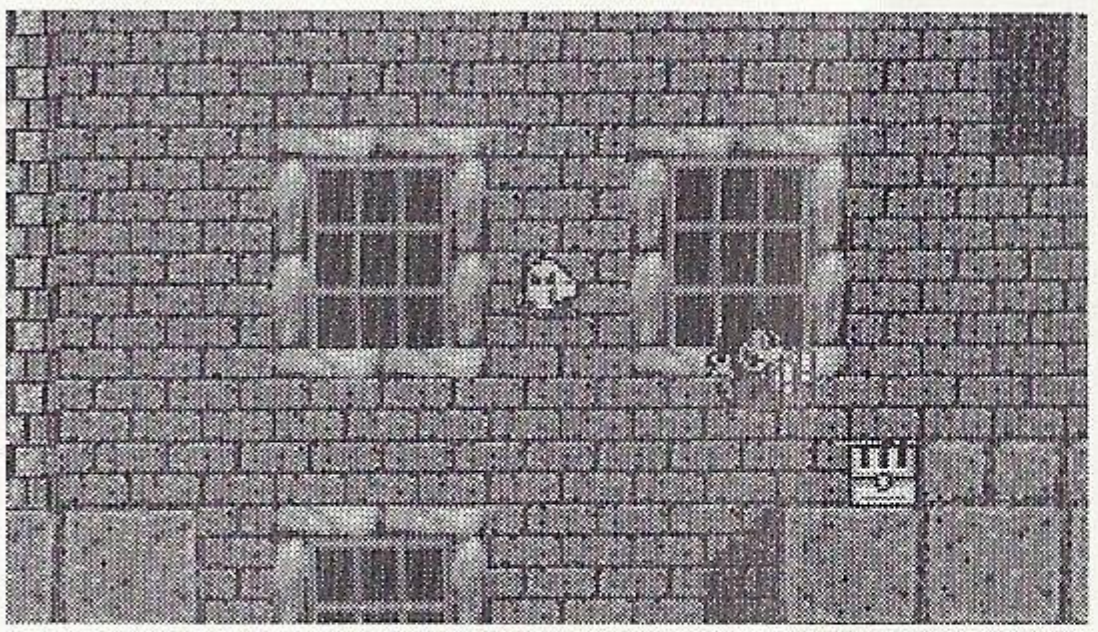
Huge books and towering pencils – is this a giant's room? Maybe, so you better watch out! Skip across bookshelves and bounce on bookworms. Dive into a teacup and float with the sugar cubes!

The Clock Tower



Ready for a winding trek in the ticking tower? Swing from giant pendulums and spring on rotating gears. Watch your head when standing on revolving screws. Get out before the grandfather clock lays his hands on you!

The Castle

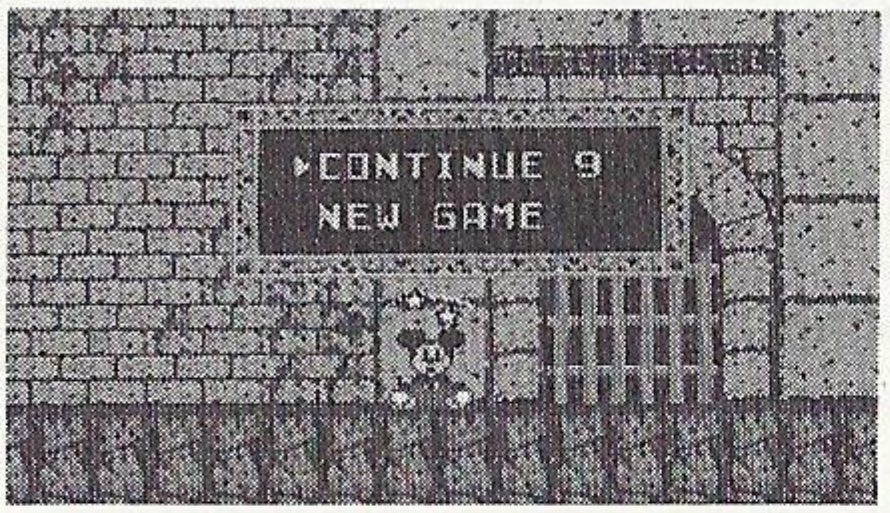


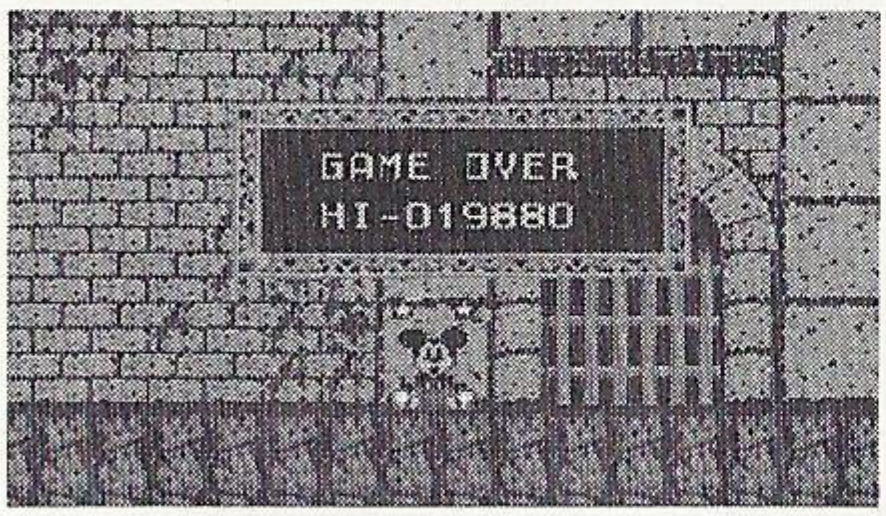
Now you're in the castle where massive weights attack and scary ghosts fly toward you. You're one step away from Mizrabel – and Minnie. Don't give up!

Scoring

At the end of every level, the remaining time will be added to the score as a bonus.

Game Over and Continue





When Mickey loses all his tries, the game ends. But Mickey's determined to try again. Mickey can continue up to nine times. Select Continue and press Button 1 or 2. You return to the game from the scene where Mickey enters the castle gate. You can challenge the same level or try another level. Your previous score will not be saved. If you don't want to continue, select New Game and press Button 1 or 2. The game will start over from the Story screens.

Mickey's Hints

- Bounce as much as you can to wipe out enemies.
- Be grabby. Pick up anything you can throw at enemies.
- Reach high places and cross wide pits by bouncing off enemies' heads.
- When running down slopes, press the D-Button in the reverse direction to control sliding.
- For game play information, call 1-415-871-GAME.

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 rest during extended play.

Scorebook

Name		
Date		
Score		

Name		
Date		
Score		

Name		
Date		
Score		

Name		
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Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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 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 Cartridge requires repairs after expiration 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety 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.

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COLOR PORTABLE VIDEO GAME SYSTEM

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