SEGA™

GAME GEAR™

Disney's The Jungle Book

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

Virgin

Epilepsy Warning

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.*



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The Jungle Book

Handling This Cartridge

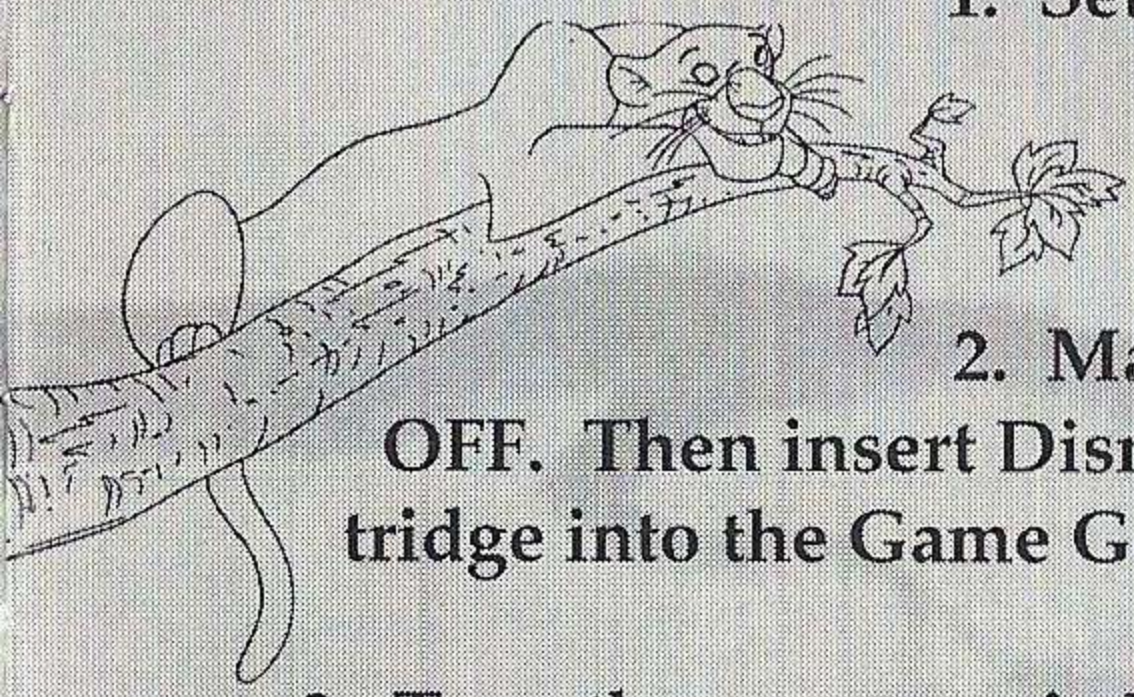
- **This Cartridge is intended exclusively for the Sega Game Gear System.**

- **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 break during extended play.**

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 Disney's The Jungle Book cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, Disney's The Jungle Book title screen will appear.

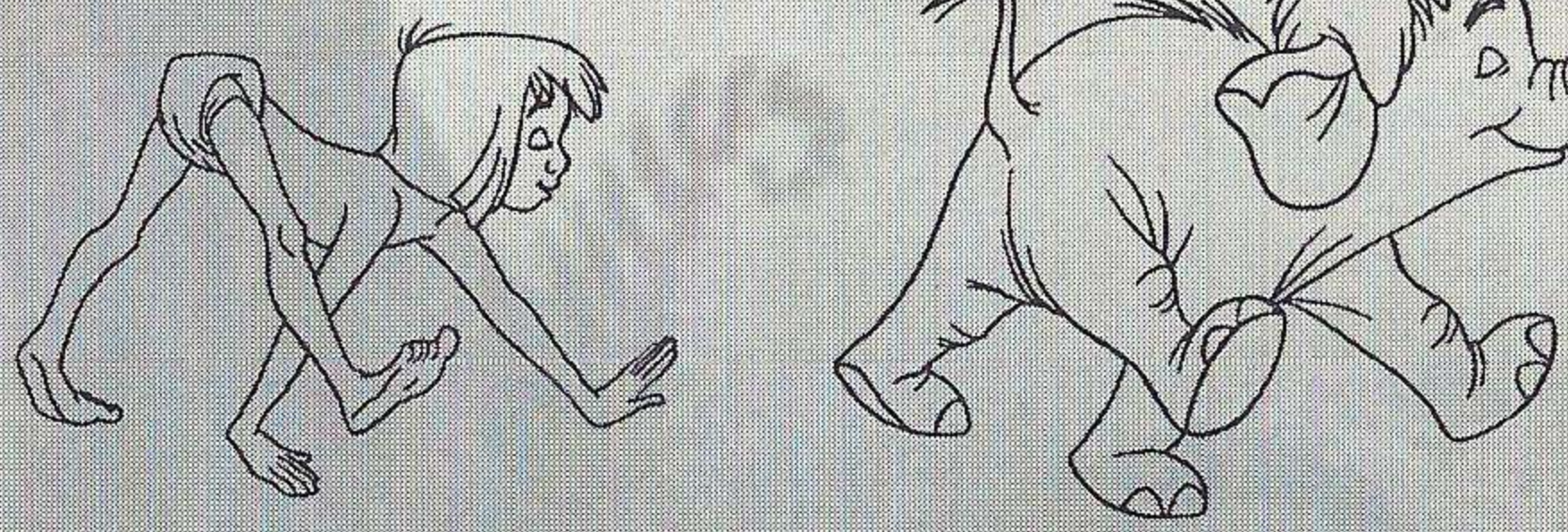
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

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



Introduction

This exciting video game version of Disney's classic animated film follows the adventures of a young Indian boy named Mowgli, who has been raised from infancy by a pack of wolves. When word spreads through the jungle that Shere Khan, the treacherous tiger, has returned, the wolf elders decide that Mowgli must return to the man Village for his own safety. Accompanied by Bagheera a loyal panther guardian, Mowgli sets out on his journey. After falling out of the coils of a hungry python named Kaa and falling in with a herd of military elephants, the "man cub" meets a carefree bear named Baloo and the duo become fast friends. From there, the action is non-stop as Mowgli is kidnapped by a jealous ape king, befriended by vultures and confronted by a vicious tiger.

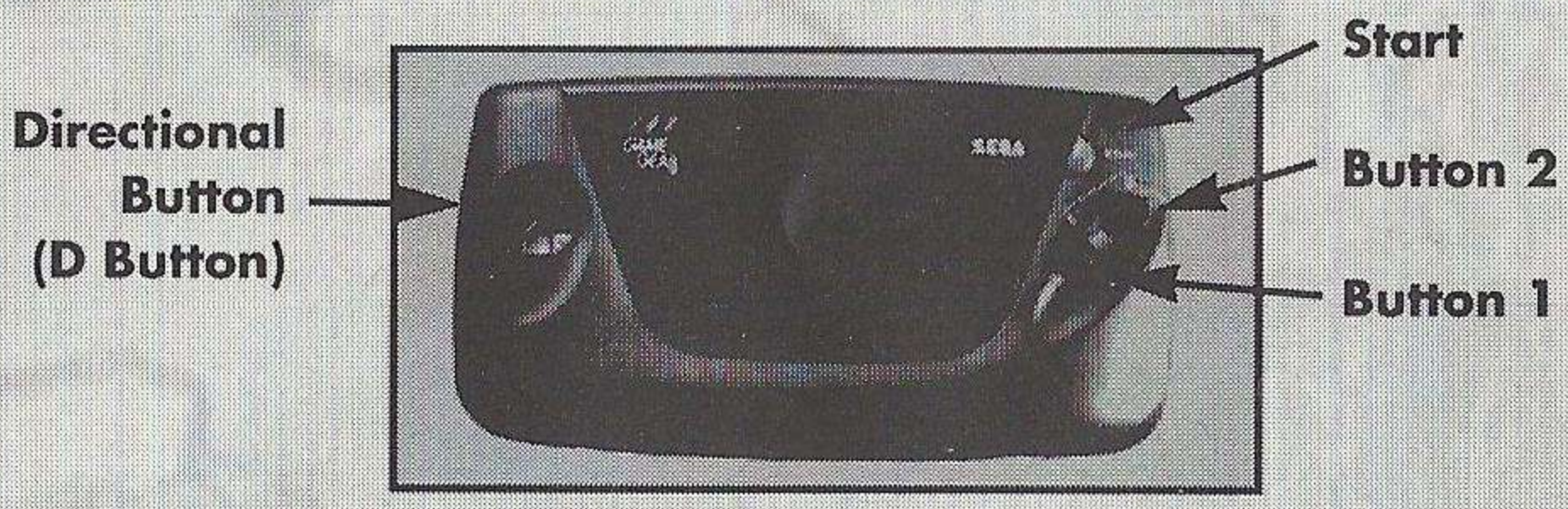


Take Control

THE GAME

OBJECTIVE

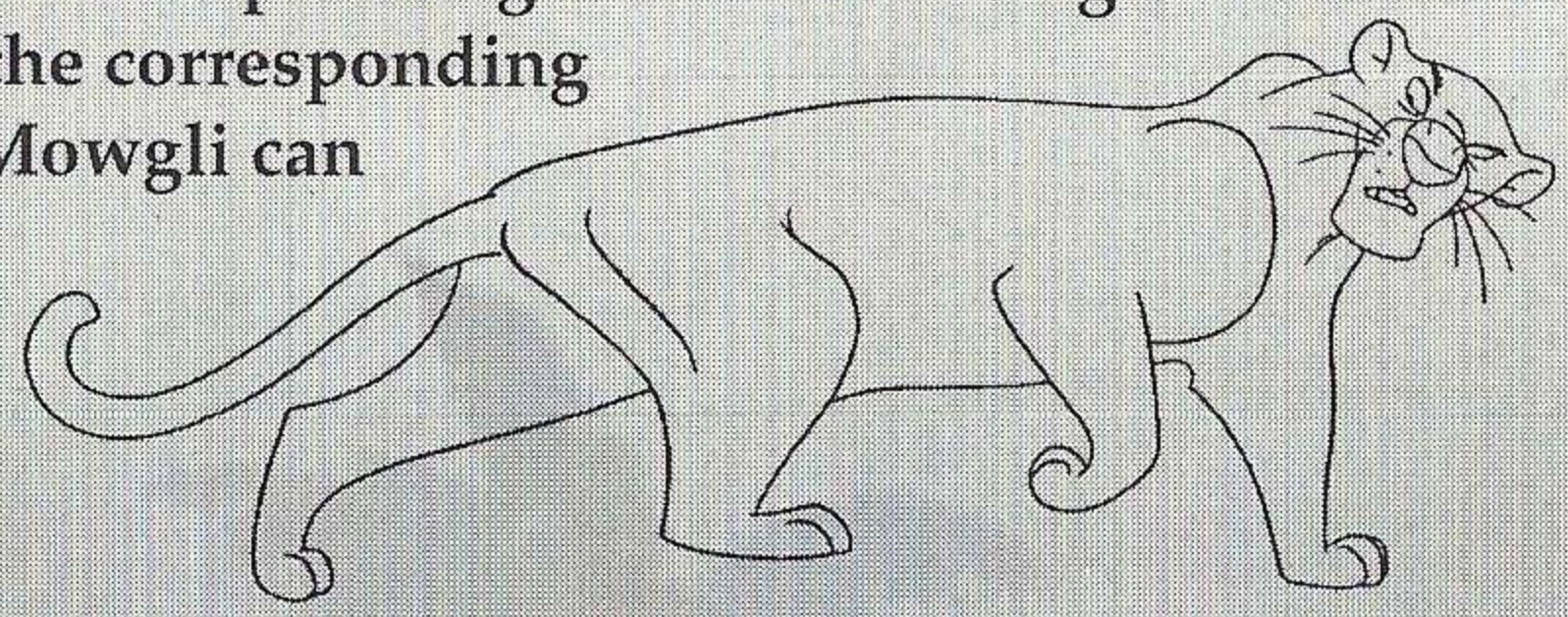
Escort Mowgli safely through the jungle to the village, collecting gems, finding Bagheera and defeating Shere Khan, the tiger, on the way.



CONTROLS

Mowgi is controlled by the D button. Pressing the direction pad left/right moves Mowgli in the corresponding direction. Up/down shifts the screen so he can see what's above and below.

Pressing fire and up/left/right enables Mowgli to jump in the corresponding direction. Mowgli can jump and hang on to creepers and vines.

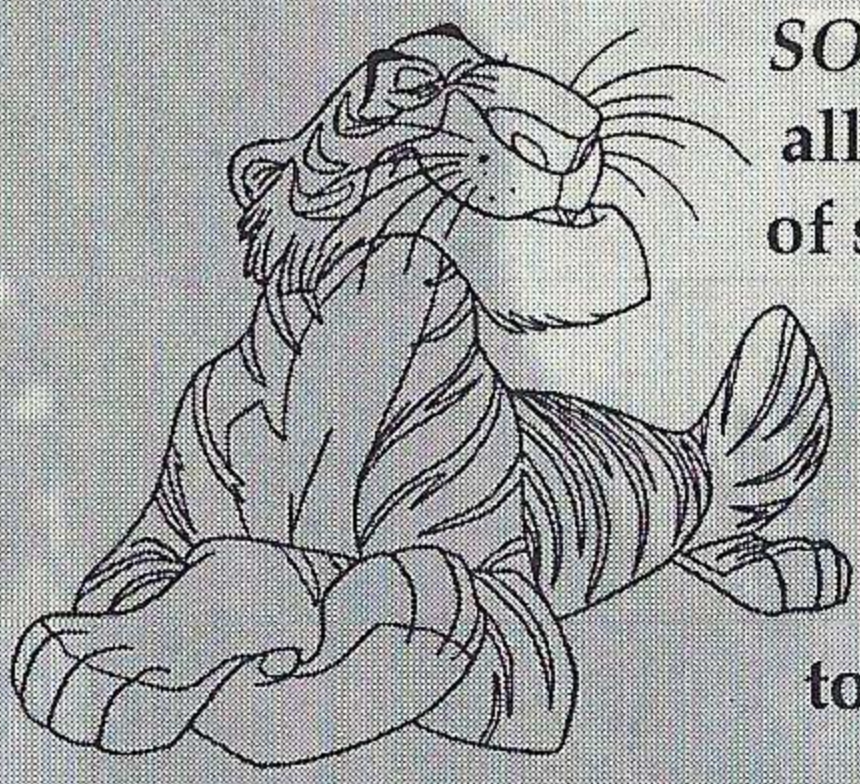


Pressing up and down allows him to climb and descend verticle creepers. Left/right allows him to cross in the corresponding direction. Pressing fire causes Mowgli to squeeze a single banana shot. This can be used to stop the nasties who plague him.

Options

GETTING STARTED
From the title screen you arrive at the START/OPTIONS screen. Pressing START takes you straight into the game. OPTIONS takes you to the Options Screen.

OPTIONS
DIFFICULTY: there are three levels, EASY, NORMAL AND HARD, defaulting to NORMAL at the beginning of each new game.

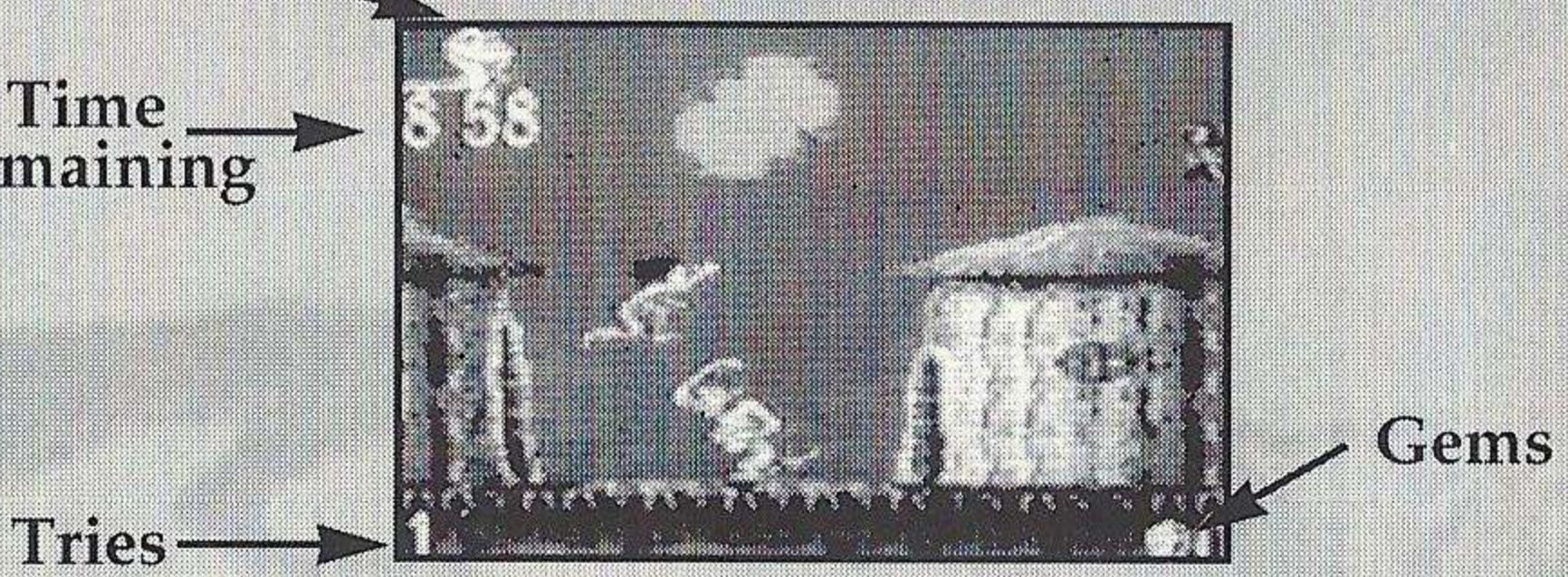


SOUND TEST: pressing this allows you to test the game's array of sound effects.

These default to the same buttons each time, but can be switched on the Options Screen to suit your style of play.

EXIT: returns to START/OPTIONS SCREEN

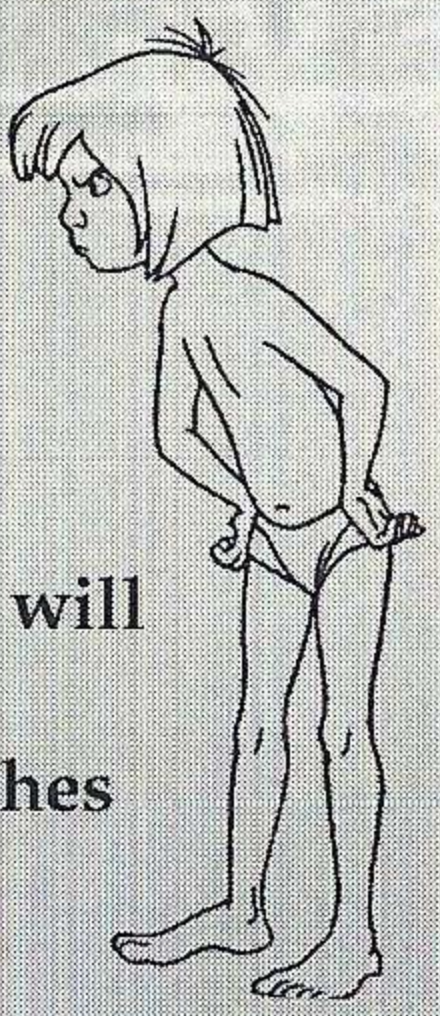
The Screen



The playing area takes up the entire screen.

A snake icon at the top left denotes Mowgli's energy level. Hits from objects thrown by villains (eg. coconuts) reduce it. When it reaches the end Mowgli loses one of his three lives.

Tries (lives) remaining are denoted by a figure at the bottom left of the screen. The number at the bottom right of the screen denotes the number of gems collected.



Weapons

On his journey through the jungle, Mowgli will find a number of useful objects. These are revealed randomly when he shoots the bunches of bananas hanging around the screen.

HEART: restores Mowgli's energy by two segments.
HEAD: gives an extra life.
TWO BANANAS: doubles Mowgli's firepower for 50 shots.
FIGLEAF: allows you to restart on same level if you lose a life.
BOOMERANG: increases Mowgli's firepower, rebounds off objects.
TRIBAL MASK: gives invincibility for a limited period.

LEVELS

To succeed, Mowgli must complete each level as required. Each one has a nine minute time limit in which it must be completed.

JUNGLE BY DAY
Collect 8 gems.

THE GREAT TREE
Collect 8 gems.

Kaa
When the 8 gems have all been collected Mowgli must battle Kaa the snake at the top of The Great Tree.

DAWN PATROL
Leap across Colonel Hathi's elephants collecting fruit for bonuses. A mistake takes you into the next level without loss of life.

BY THE RIVER
Reach Bagheera by using objects to leap across the river.

IN RIVER
Find Bagheera. Float down the river on Baloo's belly avoiding the villains and obstacles.

THE VILLAGE
Find Bagheera. Make your way through the deserted village avoiding the monkeys and other hazards.

Louie I
Battle with King Louie in the ruins.

THE FALLING RUINS
Reach Bagheera before the crumbling temple engulfs you.

Louie II
Once you discover Bagheera you must fight with King Louie again.

JUNGLE AT SUNSET
Collect 8 gems in the jungle as the sun falls.

JUNGLE BY NIGHT
Collect 8 gems in the forest at night.



SHERE KHAN

Defeat the savage giant tiger in a final royal battle.

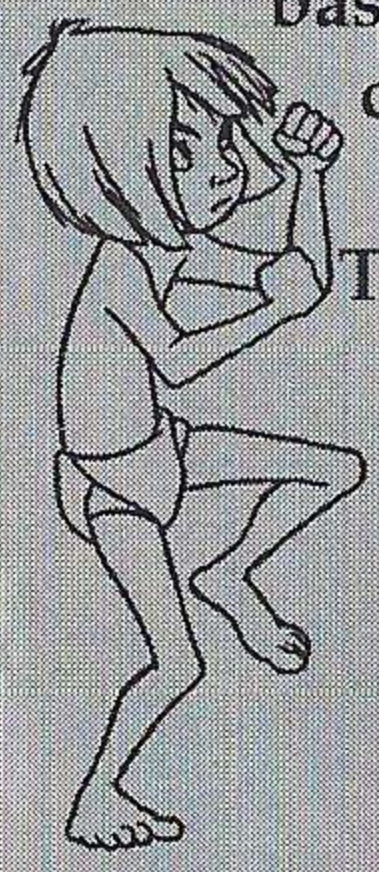
Throughout each level, Mowgli will face numerous hazards: eg., monkeys throwing coconuts, jumping fish, crocodiles, flies, snakes, scorpions, falling rocks, spikes, etc. Hits and collisions sap his energy so avoid them or shoot them.

Falling from heights or into water will cost Mowgli a life.

Extra help exists in the form of pick-ups (see above). Small green snakes enable Mowgli to jump higher as do crocodiles, if you handle them right!

SCORING

Shooting villains and collecting bonuses in the shape of apples and coconuts increases your score. When Mowgli completes a level he will receive a bonus based on the time taken and the gems collected.



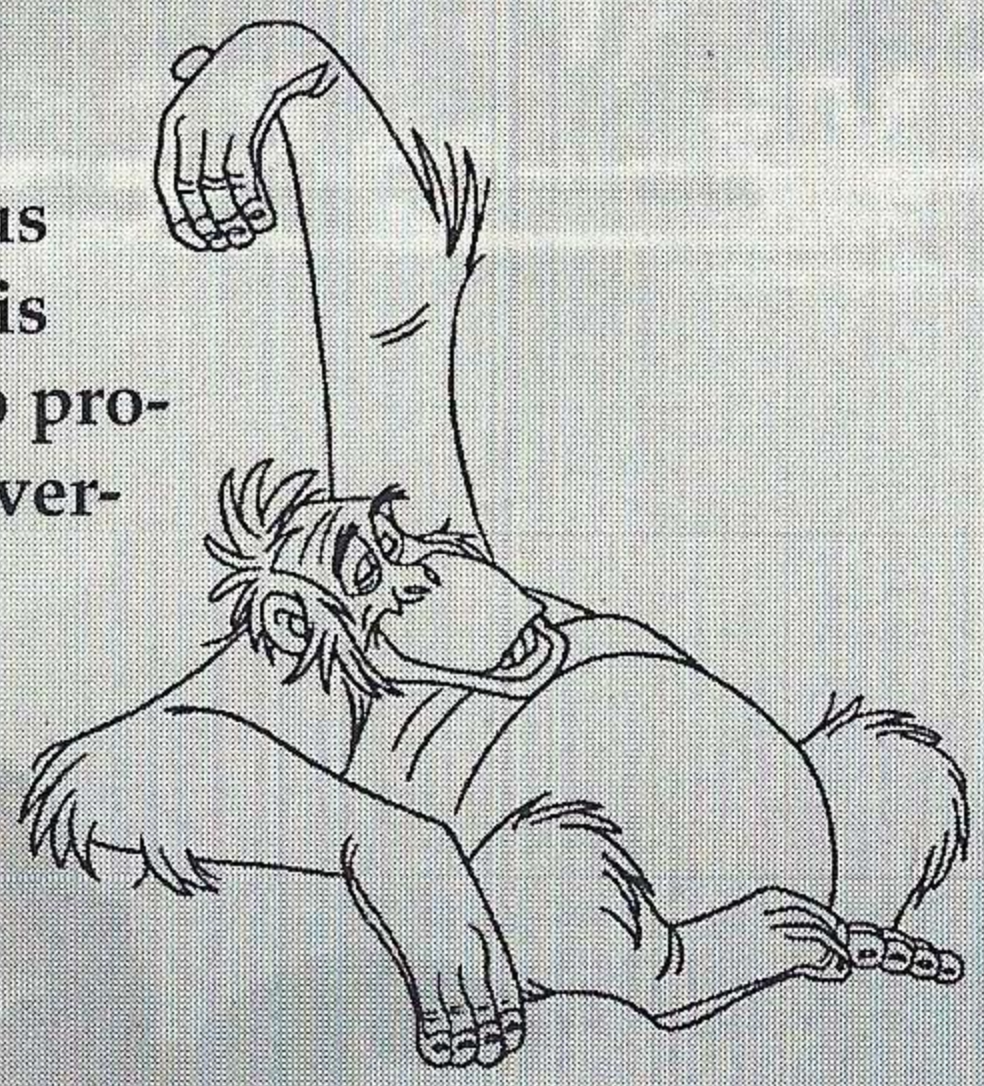
The game ends when you defeat Shere Khan.

Disney's Classics

Everyone has their favorite scene and character from Disney's *The Jungle Book*, and its enduring popularity still allows for successful cinema runs around the world. In fact, it ranks second only to *Snow White And The Seven Dwarfs* as the studio's biggest worldwide box office earner for an animated film.

Made in 1967 and adapted from Rudyard Kipling's collection of short stories, which were first published in 1894, it was the last project to enjoy the personal involvement of Walt Disney himself.

Director Wolfgang Reitherman spent three years making the film with a team of 70 animators and 200 artists and technicians who produced more than 300,000 separate drawings. Reitherman spent 47 years at Disney. He rose through the company from his role as artist--the famous dinosaur fight in *Fantasia* is among his many credits--to producing and directing. He oversaw 13 films including *The Sword In The Stone* and *Winnie The Pooh* before his death in 1985.

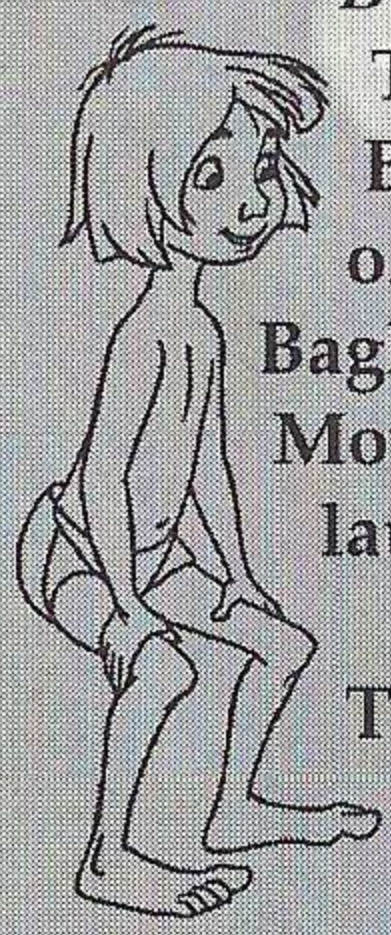


The Characters

Mowgli
The Man Cub. Brought up in the jungle by wolves, Mowgli is extremely unwilling to leave the jungle. But his trusting nature, youthfulness and inexperience make it too dangerous a place to stay--particularly when a greedy tiger reappears on the scene.

In an act of inspired nepotism, director Wolfgang Reitherman cast his son in the vocal role. His only other acting part was to provide the voice for Christopher Robin in a *Winnie The Pooh* featurette.

Nevertheless, the influence of the part clearly never left the boy because he is now an award-winning producer of natural history films.



Baloo
The bear. Mellow, laid back and cool, Baloo gives Disney's *The Jungle Book* much of its appeal. His relationship with Bagheera, the straight-laced panther, and Mowgli provides many of the film's biggest laughs.

The bear and the panther represent a sort of head and heart argument throughout the film. Baloo follows his instincts, acts

spontaneously and behaves impulsively. Bagheera is restrained, reasoned and dependable. He isn't much fun to have around unless, of course, Baloo is there to wind him up.



Actor and radio personality Phil Harris' delivery gave Baloo's jungle bum philosophy just the sort of jazzy, laid-back delivery the character needed. He readapted many of his lines, particularly the scat section where he plays off King Louie during, *I Want To Be Like You*. Harris appeared in several films including *The Glen Miller Story* with James Stewart and *Here Comes The Groom*. His voice was subsequently the inspiration for celebrated Disney characters like Malley the alley cat in *The Aristocrats* and Little John in *Robin Hood*.

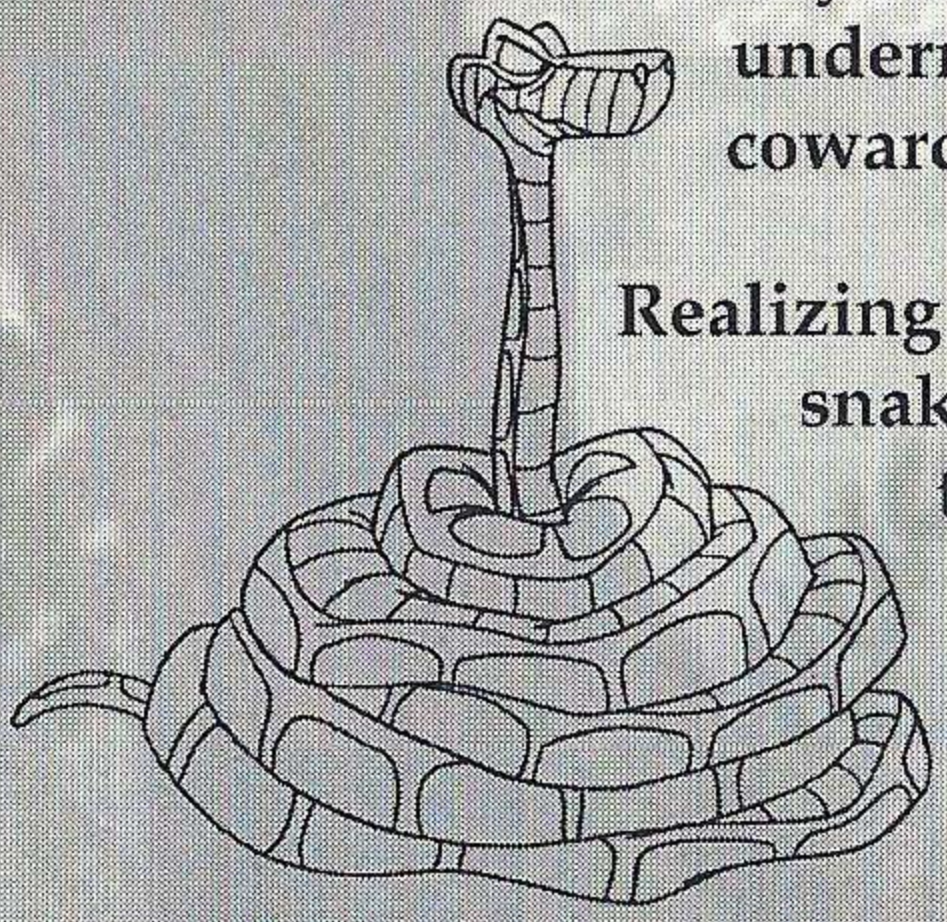
Colonel Hathi

The elephant. Constantly marching his troop up and down the jungle, Colonel Hathi is the stiff upper lipped old soldier who fears nothing and no one except his wife. Trumpeting orders and forever drilling his hopelessly disorganized herd of elephants, he cuts a very large and ridiculous figure who nevertheless knows his duty toward Mowgli. Colonel Hathi was

voiced by Irish actor J Pat O'Malley who appeared in films like *Mary Poppins*.

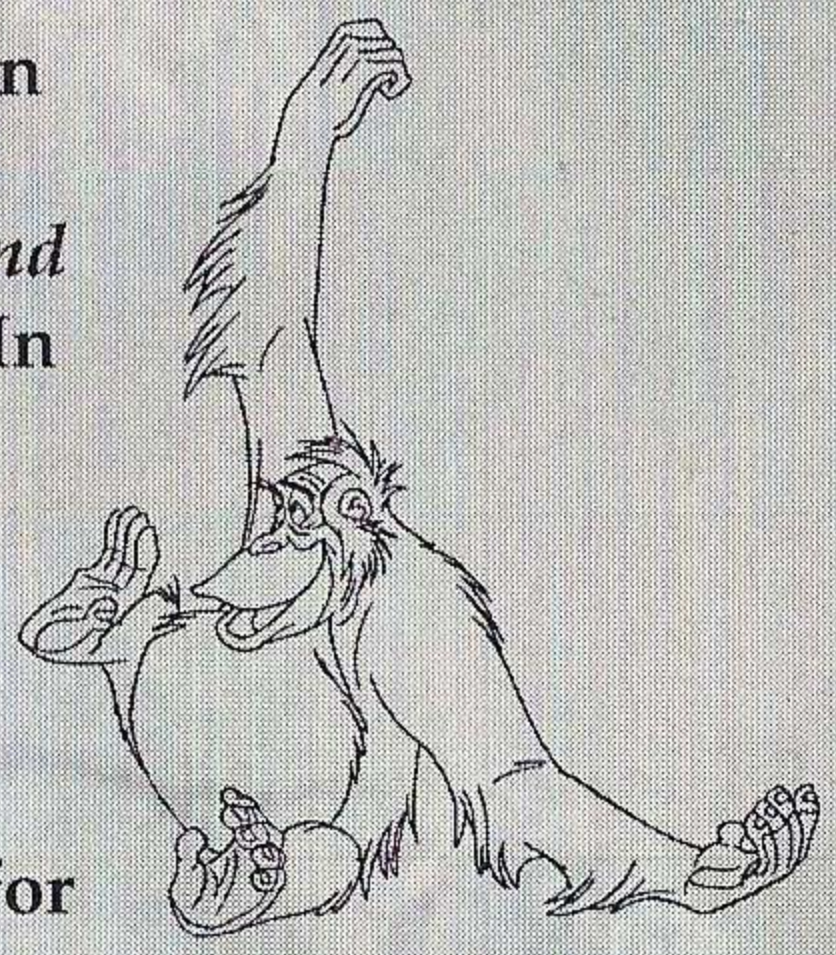
Bagheera
The panther. It is his responsibility to escort Mowgli from the jungle to the safety of a human village, a task he takes very seriously, often too seriously for Mowgli's taste. He behaves as a loyal, trustworthy but slightly stiff guardian to the Man Cub but finds the responsibility trying, particularly when Baloo appears on the scene to create havoc. Disney also chose an English voice for his part, that of British actor Sebastian Cabot, star of such films as Hitchcock's *Secret Agent* and *Kismet*.

Kaa
The snake. Hissing sibilants and slithering around the jungle, he is a sneaky, untrustworthy creep. With his beady, hypnotic eyes and powerful coils he poses a very real threat to Mowgli that is undermined by his stupidity and cowardice.



Realizing many people's horror of snakes, Disney put a great deal of thought into presenting him as an entertaining character. His appearance was changed to give him a blunt nose and exaggerated ping-pong eyes.

His voice was dubbed by the veteran Disney vocalist Sterling Holloway who contributed to *Dumbo, Peter And The Wolf* and *Alice In Wonderland*. In the end, Disney writers were so pleased with the way the character fit in that they wrote him back in.



Shere Khan

The Tiger. The pack's main reason for dispatching Mowgli to the safety of a village is the return of Shere Khan to their part of the jungle. He hates and fears Man and regards Mowgli as a chance for vengeance.

Suave and well spoken, his voice was dubbed by British actor George Sanders, who made a career out of playing cads and villains in over a hundred films including *All About Eve* for which he won an Oscar for Best Supporting Actor. Shere Khan's regal arrogance and his mean¬spirited relationship with Kaa led Wolfgang Reitherman to revive the two characters for the 1973 Disney version of *Robin Hood*.

King Louie

The ape. Louie rules all the apes in the jungle from the ruined temple where he holds court. Alerted to the news that Mowgli is close by he orders his capture so he can find out from him the secret of man's red fire. His voice belonged to celebrated jazz musician Louis

Prima who was responsible for hit records like *That Old Black Magic* and *I've Got You Under My Skin.* He and jazz band *Sam Butera And The Witnesses* were flown into the Disney studios to play for the animators. Their strutting around was filmed for live action study and then animated for the song and dance scene in the temple. Prima loved the character so much he asked for an expanded part.

The Soundtrack

Part of Disney's *The Jungle Book's* timeless appeal comes from the classic songs which give the film some of its most memorable moments. There are six in total, five of which were written by the Academy Award winning team of Robert B. and Richard M. Sherman who had previously written songs for productions such as *Mary Poppins*. *The Bare Necessities*, written by Terry Gilkyson was nominated for an Academy Award in the Best Original Song category. The soundtrack is one of Disney's most popular and its singles and LP charted well all over the world and continue to sell.



Jungle Book Credits

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