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Disney's

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SEGA™

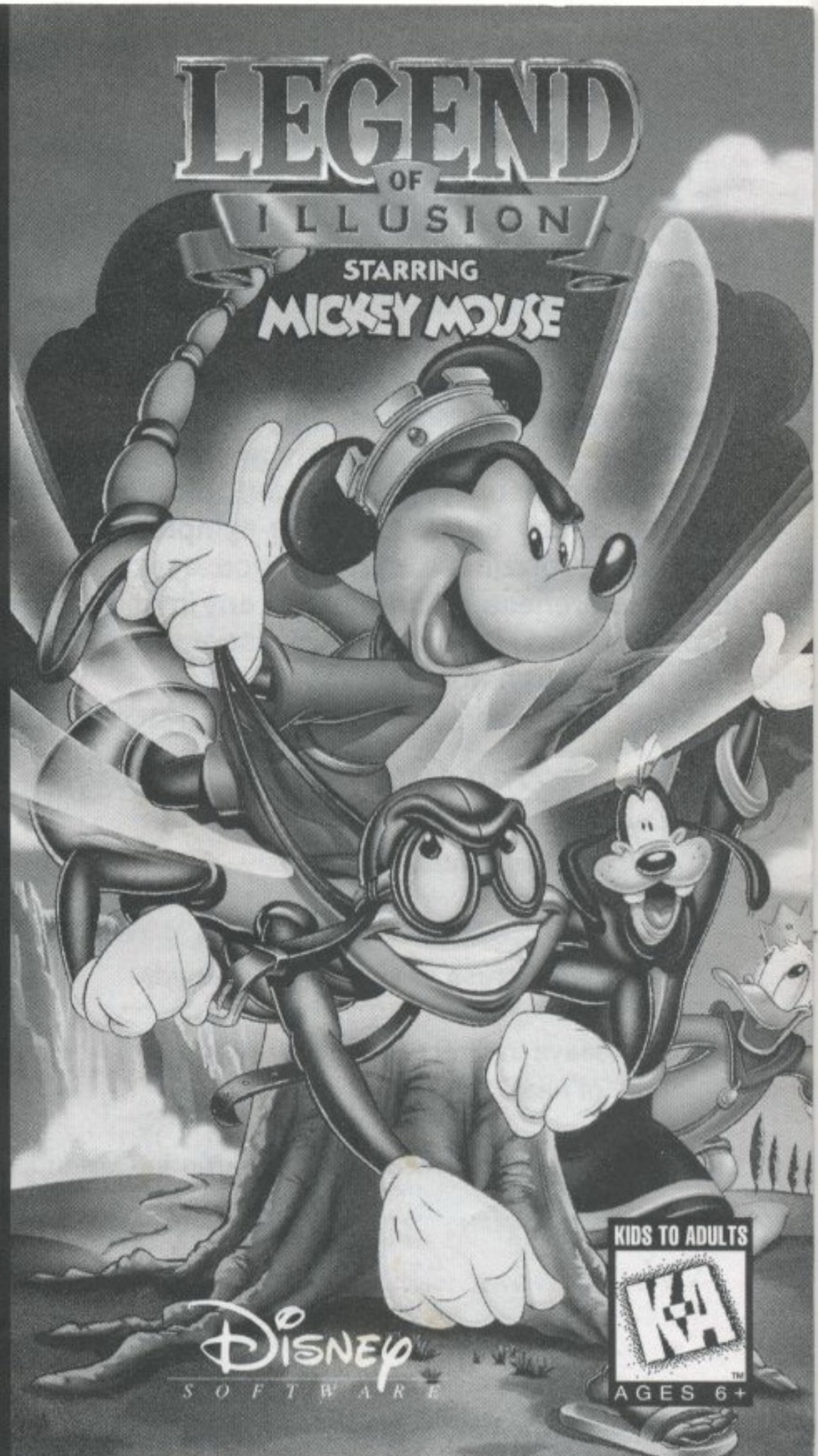
GAME GEAR™

INSTRUCTION MANUAL

2533

LEGEND OF ILLUSION

STARRING MICKEY MOUSE



DISNEY SOFTWARE

KIDS TO ADULTS

K-A

AGES 6+

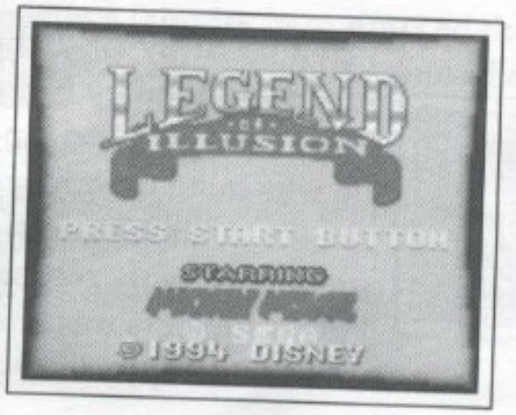
EPILEPSY WARNING
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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

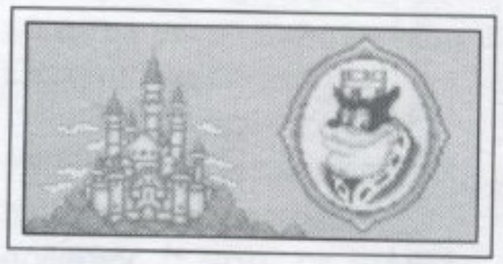
- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.

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Once Upon a Time...

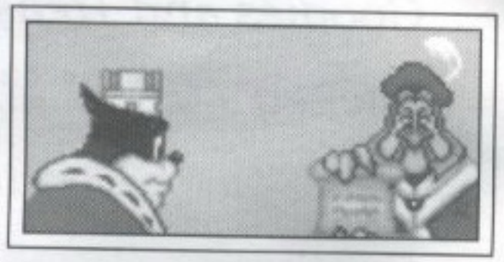


...in a far away land, there was a kingdom ruled by King Pete. He wasn't a very good king—in fact, he was quite greedy and selfish—but life in his kingdom was, for the most part, fairly pleasant and King Pete's subjects were able to lead a good and happy life.

Then one day, dark shadows stole over the kingdom. No one knew from where the shadows had come, or how they could be stopped, but they made the people of the kingdom very unhappy. Especially King Pete.

"What can I do?" King Pete asked his chief advisor. "The peasants are bothering me night and day, complaining about these shadows. They say without a good harvest, we won't have enough food for the winter! Where are these gloomy shadows coming from, and how can I make them go away?"

"Well," began the advisor thoughtfully. "According to these old scrolls, a king must journey out and find a cure for the kingdom."



"But I can't do that!" whined King Pete. "I don't know how! Where would I start? What if I got hurt?"

"There is no doubt," continued the advisor, "that finding a cure will be difficult. The manuscript goes on to mention dangerous sunken ruins, rivers of time, and a great Mountain of Mystery."

Legend of Illusion Starring Mickey Mouse

King Pete retired to his chambers and paced the floor nervously, trying to think of a solution to his problems. Just then, Mickey Mouse, the castle's laundry boy, entered the royal apartment. Noticing him, a sneaky grin slowly spread across King Pete's face.

"You! Laundry boy!" King Pete commanded. "Come over here!"

Mickey rushed over and bowed to his king. "Y-yes, Your Highness, Sir?"



"I have a very important task for you, my boy," King Pete said as he clapped a hand on Mickey's shoulder. "As you know, we've been having terrible problems in our kingdom these days. And, as your king, it is up to me to solve these problems by going on a royal quest. Unfortunately, uh...." King Pete paused and thought for a moment. "Unfortunately, I have many matters of state to take care of. I just don't have time to go. You understand, don't you?"

"S-sure," Mickey replied sheepishly, "must be an awful lot of work to run a whole kingdom."

"Indeed it is, my boy," continued King Pete as he removed his crown and handed it to Mickey. "Which is why I've decided to make you an honorary king. It'll be up to you to find a cure for what's troubling our kingdom."

"Sire, I can't—" Mickey began to protest, but King Pete had already left the room.

"Sire, are you sure that was such a good idea?" asked King Pete's advisor as they walked down the hall to the main throne room. "If the boy succeeds, the people may try to make him king for good."

"Oh, I'm not worried about that," King Pete said with a wave of his hand. "Even if he succeeds, I'll *still* be the king. I can throw him in the dungeon if I want. After all, who's going to help a lowly laundry boy?"

Unaware of the evil King Pete's intentions, Mickey left the castle, carrying a knapsack and a small picnic basket. He was on a great quest—a king's quest, no less! But he knew he wasn't a real king, even though he had King Pete's crown. He didn't even have a sword—his only weapons were some bars of soap he had left in his pockets from the royal laundry. How could he save his kingdom? Where should he begin?

Perhaps, thought the little mouse, he should ask the advice of a true king, so he headed off in the direction of King Goofy's castle....

Legend of Illusion Starring Mickey Mouse

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 *Legend of Illusion Starring Mickey Mouse* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the Sega logo appears.

4. If the Sega logo 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.

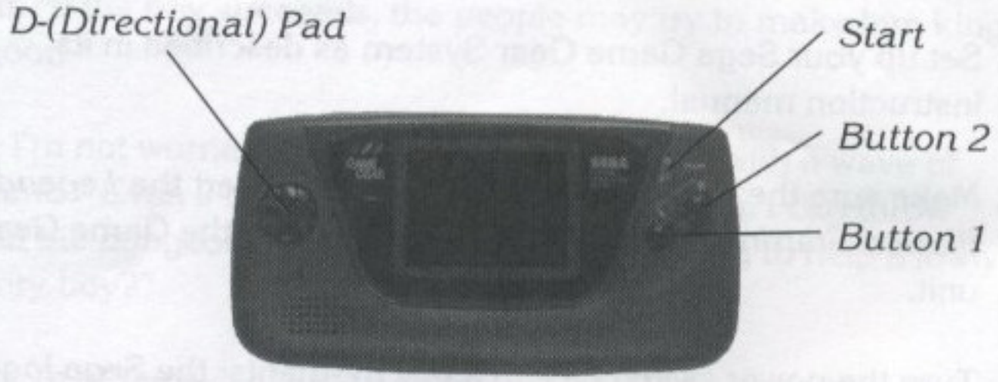
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Legend of Illusion Starring Mickey Mouse* is for one player.

Insert Sega Cartridge



Take Control!



Directional Pad

- Press left or right to make Mickey go in those directions
- Press UP to:
  Enter doorways
  Grab onto vines or ladders
  Climb upward
- Press DOWN to:
  Duck
  Climb down vines or ladders

Start

- Press to start the game
- Press to pause the game; press again to resume play
- Press to skip story screens

Button 1

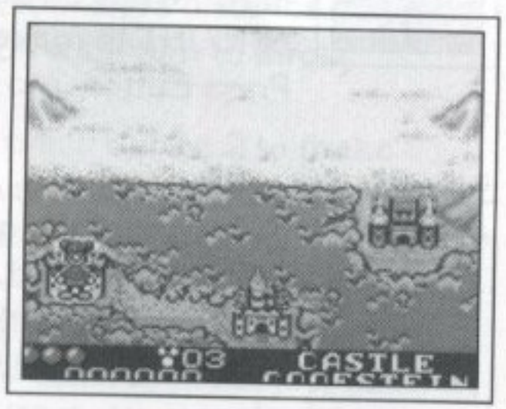
- Press to make Mickey throw soap
- Press to pick up objects or push or pull switches
- If Mickey is carrying an object, press to make him throw it
- Press to speed up messages on story screens

Button 2

- Press to make Mickey jump
- Press to swim; press repeatedly to swim upward
- Press to speed up messages on story screens

Getting Started

Following the Sega logo is the introduction to Mickey's adventure. Press Start at any time to bring up the Title screen, and press again to see the map which shows Mickey's first destination. Press any button to begin play.



Sega Gameplay Hotline

1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

Legend of Illusion Starring Mickey Mouse

Mickey's Moves

Crossing Ropes or Vines



Sometimes Mickey can use an overhead rope or vine to get around. To make him grab onto the rope or vine, hold the D-Pad UP and press Button 2 to jump. When Mickey grabs on, press the D-Pad LEFT or RIGHT to make him travel in those directions. Press Button 2 to make him let go.

Switches



Throughout the game are switches that must be pulled or pushed. To do this, use the D-Pad to move Mickey close to the switch until he grabs it. Press Button 1, and Mickey pulls or pushes the switch in place.

Blocks

There are four different kinds of blocks:

Mickey Blocks can be used to stand on, or can be thrown at enemies. These can be used over and over again.



Throw **Bricks** at enemies, but be sure your aim is true—Bricks crumble on impact.



Magnet Blocks are used to attract or repel other magnets, which can be used as platforms.



Use **Prism Blocks** to direct beams of light in the Crystal Forest. In order to reflect the light, the Prism must face the correct direction.





To pick up a block, use the D-Pad to move Mickey close to the block until he grabs it. Press Button 1 to make him pick it up. Once he has picked up an object, Mickey will carry it around when you press the D-Pad LEFT or RIGHT.



Press Button 1 again to make Mickey throw whatever he's holding. For a little extra distance, hold the D-Pad in the direction you want him to throw.

To throw an object to a higher level, press Button 2 to make Mickey jump, then press Button 1 to make him throw the object at the peak of his jump.



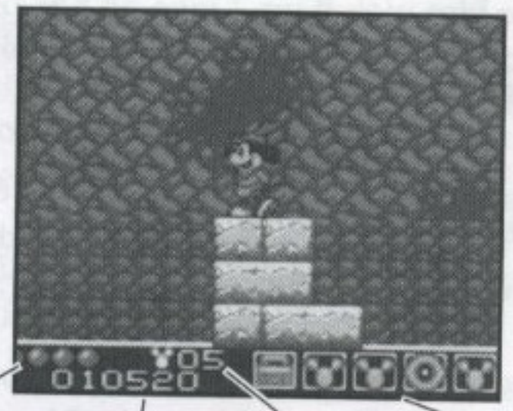
To make Mickey pick up an object from a level above him, move Mickey close to the object and press Button 2 to jump. While Mickey is in midair, hold the D-Pad toward the object you want him to pick up and press Button 1.

Swimming



Press Button 2 to make Mickey swim, and press repeatedly to make him swim up. Press the D-Pad LEFT or RIGHT to make Mickey swim in those directions.

How's Mickey Doing?

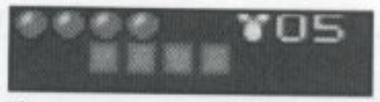


Power Gauge: Whenever Mickey touches an enemy or runs into a dangerous obstacle, one of the dots on this gauge disappears. When all of the dots are gone, Mickey loses a Try. Mickey starts out with three dots, but he can collect up to three more (for a total of six). Mickey can restore dots by picking up certain items. Mickey's Power Gauge is restored at the end of each stage, and you receive 200 points for each dot left on the gauge at the end of the stage.

Tries: Mickey starts out with three Tries. When he runs out of Tries, the game ends. You can get an extra Try by picking up a Mouse Ears item.

Score: Score points by defeating enemies and picking up items.

Mickey's Picnic Basket: If Mickey picks up food items when his Power Gauge is full, he puts the items into his Picnic Basket. When his Power Gauge runs out, Mickey automatically takes the items out of his Picnic Basket to restore his Power Gauge. See the next page for more about food items.



Air: This gauge replaces the score whenever Mickey goes swimming. When the gauge runs out, Mickey loses one Try. Whenever you can, replenish the gauge by bringing Mickey to the surface or to pockets of air for a deep breath.

Goodies and Treasures

As you and Mickey follow your quest, you'll find treasure chests hidden in each level. Break a chest open by throwing it to the ground, then collect the item that pops out by touching it. Here are some of the goodies you'll find:



A **Jewel** adds 400 points to your score.



A **Goblet** gives you 100 points.



A **Mickey Mouse Cookie** gives you 40 points and adds one dot to your Power Gauge.



A **Donut** gives you 100 points and adds two dots to your Power Gauge.



A **Cake** gives you 200 points and completely restores your Power Gauge.

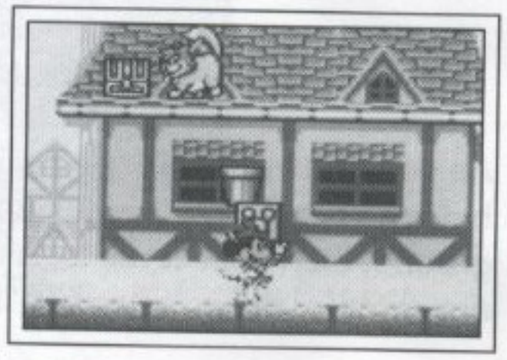


Mouse Ears give you an extra Try.

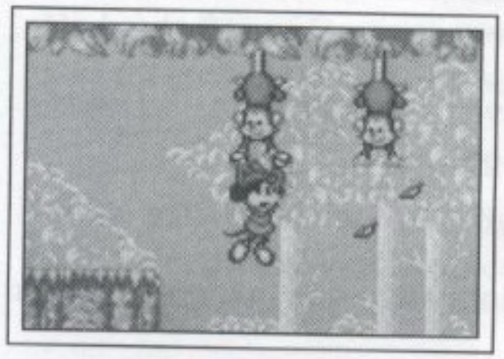
Mickey's Quest

Castle Goofstein

Perhaps King Goofy can offer some advice, but only if you can find him. It looks like King Goofy has his own problems as well. Thieving weasels prowl the foggy streets, and pesky cats push flower pots onto innocent passersby. Balance on a barrel and take to the rooftops to find treasure.



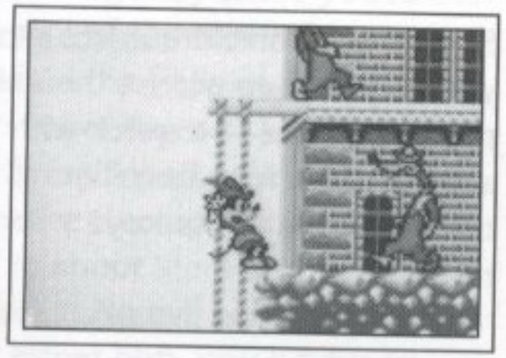
Forest



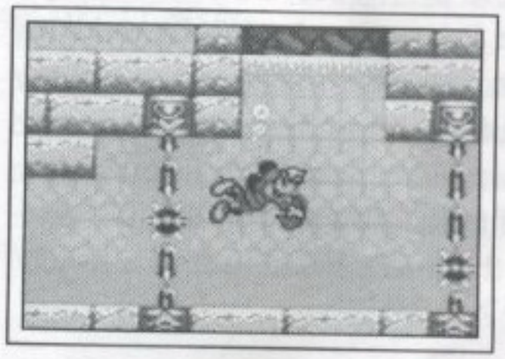
Spooky shadows and angry bees lurk in the deep green woods. Climb vines to find goodies high in the trees. Rescue a possum from danger, and he and his friends will help you get around. Use a springy vine to pull yourself up to high places, and don't sink too low in the swamp water—grab a vine or hop on bubbles instead.

Duckingham Palace

The city of Duckingham has been beset by thieves... and where is King Donald? Inside the castle, you'll find King Goofy trying to solve King Donald's poltergeist problem. Can you help him get rid of the ghost?



Sunken Ruins

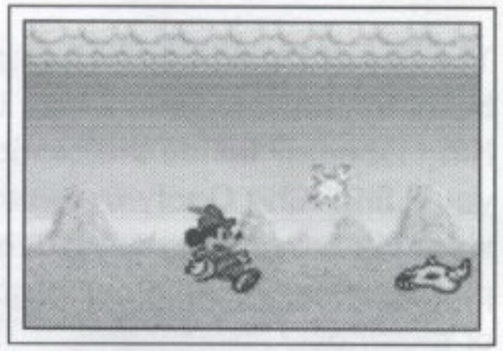


King Donald is lost in this underwater maze, and it's up to you to find him. Defeat cyclones and pick up the gold coins they drop. Pull or push switches to turn the barriers on or off. Press Button 2 to swim, and press repeatedly to swim upward. And be sure you don't run out of air.

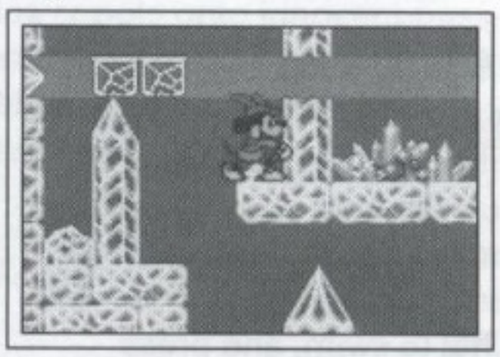
After you explore the Sunken Ruins, you can choose Mickey's next destination. When the Map screen appears, use the D-Pad to put Mickey over where you want to go—the Rainbow Wastelands or the Garden of Illusion—and press any button.

Rainbow Wastelands

Scores of bizarre creatures attack you as you race across the vast rainbow plains—be quick with your soap! A colorful caterpillar conceals one of the keys you need.



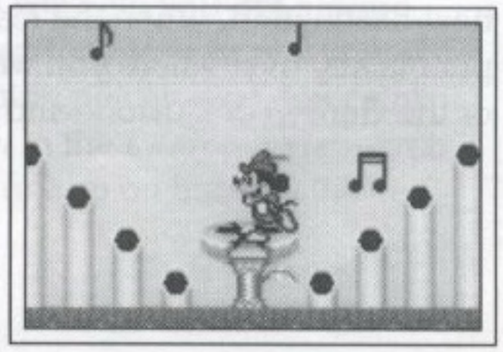
Crystal Forest



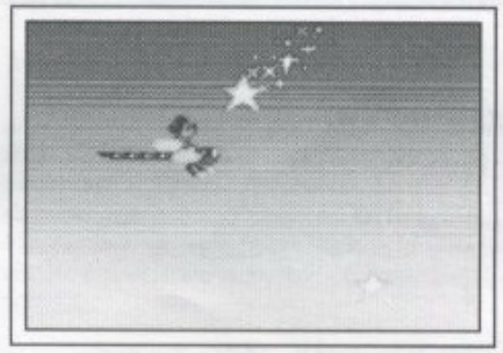
Illusion rules the Crystal Forest, and the unexpected becomes real. Use a Prism Block to deflect a beam of light and reach a higher level. Hopping chesspieces become less fierce after you get rid of their crowns. Finally, battle with the lion's head to find a key.

Gardens of Illusion

Ride spiderwebs high into the trees and dodge the creatures in the garden. Dance on flowers and balance on musical notes to get over high hedges.



Mountain of Mystery



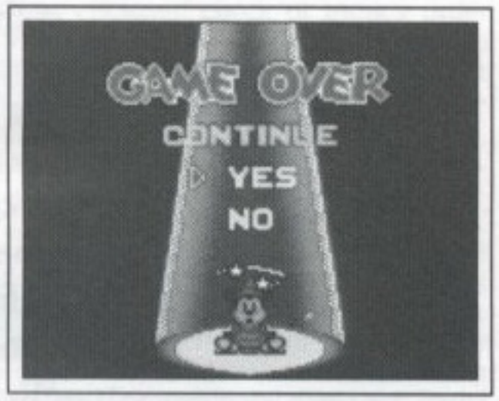
A giant dragonfly takes you to the Mountain of Mystery, where you must find the Falls of Fortune and release the Water of Life. Guide your flying friend on a course above the treetops, and use your soap to shoot stars and detonate fireworks. An evil sorceror blocks your way to the Falls of Fortune. To defeat him, you'll have to use your head... and his.

Falls of Fortune

You've made it! With the Water of Life, the kingdom is saved. But be warned: King Pete is not exactly grateful. He'll stop at nothing to keep you from becoming the new king!

Game Over/Continue

When Mickey runs out of Tries, the game ends and the Game Over screen appears. Press the D-Pad UP or DOWN to end the game or continue from the beginning of the stage you left off, then press Start. You have an unlimited number of Continues.



Credits

Disney Interactive Entertainment

Senior Producer:	Patrick Gilmore
Producer:	Craig Annis
Producer:	Michael Giacchino

Sega Enterprises, Ltd.

Producer:	Motoshige Hokoyama, Mike Larsen
Assistant Producer:	Bill Person
Directors:	Katsuhiro Hasegawa
	Hisayoshi Yoshida
Programmers:	Tatsuo Matsuda, Yoshiki Matsushima
Game Designers:	Eiji Ikuta, Yuichirou Yokoyama
	Eiji Taki
Artists:	Takako Kawaguchi, Hisato Fukumoto
	Nobuhiko Honda, Hisakazu Katou
Sound Project Coordinator:	Saori Kobayashi
Sound Composers:	Yayoi Fujimori, Kayoko Maeda
	Kamiya Studio
Product Manager:	Chrissie Huneke Kremer
Test Lead:	Chris Lucich
Assistant Lead Testers:	Steve Bourdet, Patrick Tello
	Mike Herauf
Testers:	Charles Artoux, Rachael Bristol
	Peter Clark, Darrin Gambelin
	Arnold Feener, Steve Rapp
	Michael Wu, Daniel Wong
	Takeshi Tanaka
Manual:	Wendy Dinsmore

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.