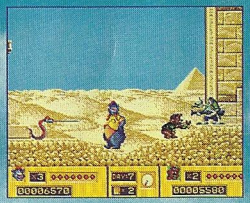
Another Disney Hit from Sega™!

Disney's

TALESPIN



Fly Full Speed Ahead with Kit and Baloo! Soar into the wild blue yonder with Kit and Baloo, your madcap buddies. Scramble to win the world's zaniest flying contest ever, in Higher for Hire's famous flying machine, the Sea Duck. The prize: a lucrative air-transport contract and glory for all!



Fly in the face of adversity as you compete against Shere Khan. Fend off lowdown high-altitude strikes by Air Pirate Don Karnage. This airborne bully will stop at nothing to see you fail!

- Travel to 8 exotic locations around the world, picking up cargo along the way.
- As Kit or Baloo, wing your way through 6 exciting flying scenes.

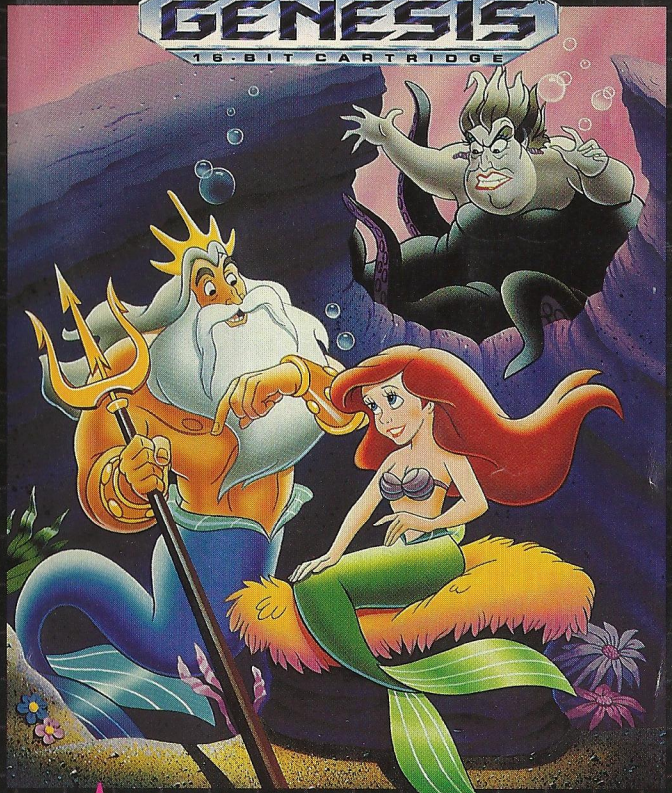


1 OR 2 PLAYERS

US Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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SEGA GENESIS 16-BIT CARTRIDGE



ARIEL

Disney's THE LITTLE MERMAID

INSTRUCTION MANUAL

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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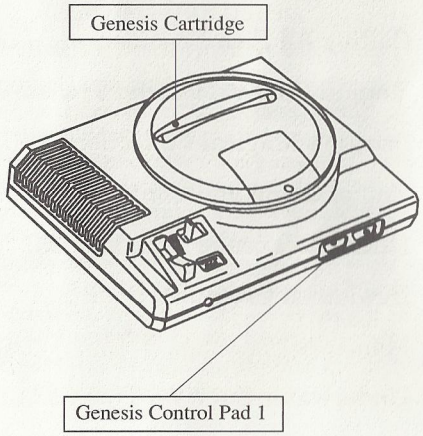
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Starting Up

1. Set up the Genesis System and plug in Control Pad 1. *Ariel, Disney's The Little Mermaid* is for one player only.
2. Make sure the power switch is OFF. Then insert the 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. Do nothing, and you'll soon see a game demo. Press **Start** at any time to return to the Title screen.



Important:

- If you don't see the Sega screen, turn the power switch OFF. Check that your Genesis System is set up correctly (see your instruction manual for details). Make sure the cartridge is firmly inserted in the console, and the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the Genesis cartridge.

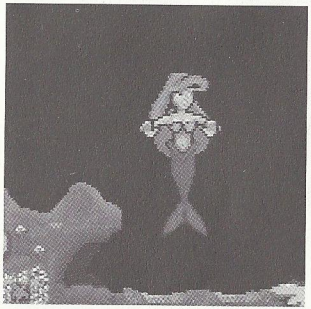
For game play help, call 1-415-591-PLAY

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!

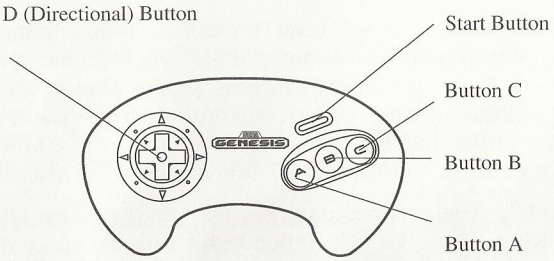
Help Ariel cast her magical voice and rescue her father, King Triton. Or help Triton throw furious thunderbolts and blazing fireballs to save Ariel. You'll battle sea urchins, skeletons, and square off against angry sharks. Test your strength and agility against the molten Lava Monster and the hideous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

But fear not —faithful friends Sebastian, Flounder, and the digger fish rush to your side when you call. Open sunken treasure 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!



During the Sega screen:

- **Start** exits the Sega screen and goes to the Title screen.

On the Title screen:

- **Start** exits the Title screen and goes to the Options screen.

During the Demo:

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

On the Options screen:

- **D-Button** UP or DOWN moves the marker to the selection.

  Role:

  - **D-Button** RIGHT or LEFT changes the selection from Triton to Ariel.
  - **Button A, B** or **C** changes the selection from Triton to Ariel.

  Difficulty:

  - **D-Button** RIGHT or LEFT cycles through the choices.
  - **Button A, B** or **C** cycles through the choices.

  Sound:

  - **D-Button** RIGHT or LEFT or **Button A, B** or **C** turns sound OFF or ON.

Normal Weapon, Super Weapon, Call Fish Friend:

- Move the marker to the item you want to change. Then press **Button A, B** or **C** to rearrange the controller functions.
- **Start** begins the game at any time.

Underwater, All Levels:

- **Start** pauses the game and calls up the map of the level.
- **D-Button** ANY DIRECTION turns Ariel/Triton and makes her/him swim forward. Press repeatedly for a burst of speed.
- **Button A** shoots the super weapon: for Ariel, a shower of magical stars; for Triton, a thunderbolt.
- **Button B** shoots the normal weapon: for Ariel, a sparkle of notes; for Triton, a fireball.
- **Button C** calls a Fish Friend.

On the Map:

- **Button A, B** or **C** calls up the Fish Friend selection screen.
- **Start** returns you to game play.

On the Fish Friend Selection screen:

- **Start** returns you to game play.
- **D-Button** RIGHT or LEFT highlights a Fish Friend.

On Scuttle's Magical Collection screen:

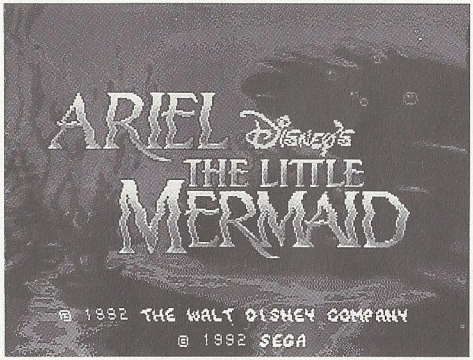
- **D-Button** RIGHT or LEFT, UP or DOWN moves the highlight.
- **Button A , B** or **C** trades your treasure for the highlighted item.
- **Start** returns you to game play.

On the Continue screen:

- **D-Button** UP or DOWN moves the highlight.
- **Button A** continues the game.
- **Button B** exits the game.

Note: You can switch the functions of **Buttons A, B** and **C** on the Options screen. See page 7.

Getting Started



Following the Sega logo, the Title screen appears. If you do nothing, you see a demo of Triton and a demo of Ariel in the Reef. Press **Start** until you see the Options screen.

Setting Options



Press the **D-Button** UP or DOWN to move the marker to a category, then follow the instructions on page 7 to make a selection within that category.

Role:

Press the **D-Button** RIGHT or LEFT or press **Button A, B** or **C** to select Triton or Ariel.

Difficulty:

Press the **D-Button** RIGHT or LEFT or press **Button A, B** or **C** to make your choice. In an easy game, Triton/Ariel starts with more tries, treasure, super weapons, Fish Friends, and keys. You also go automatically to the boss level after each of the four levels. In a difficult 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 medium game, the boss level entry appears on the map, and you must make Triton/Ariel swim into that spot to enter the boss level.

Sound:

Press the **D-Button** RIGHT or LEFT or press **Button A, B** or **C** to turn sound OFF or ON.

Normal Weapon, Super Weapon, and Call Fish Friend:

Move the marker to the one of these selections and press **Button A, B** or **C** to change its function. If you don't change the settings, you'll see **B**—Normal Weapon, **A**—Super Weapon, and **C**—Call Fish Friend. Try all three configurations while learning the game and find the one that suits you.

Exit:

When you're satisfied with the settings, press **Start** to begin game play.

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 thunderbolts.

Screen Signals



Health Meter | Super Weapon | Keys | Merpeople | Fish Friend | Tries

- **Health Meter:** This shows your health. The bar decreases from right to left as your health weakens.
- **Super Weapon:** Counts the sparkling stars or lightening bolts left to use against opponents.
- **Keys:** Counts the keys you have left for opening treasure chests.
- **Merpeople:** Shows the number of merpeople you still must rescue on this level.
- **Fish Friend:** Shows the Fish Friend who's ready to assist you.
- **Tries:** Counts the number of tries you have left before you have to use a Continue.

Where Are the Merpeople?

That's one question Ursula doesn't want you to answer! But don't listen to her! Go ahead and press **Start** during game play to pause the action, whip out your trusty map and take a look.



You are Here

For every level, a map shows you where Ursula's hidden the merpeople — they are small twinkling dots. In the four secret monster (boss) levels following The Reef, The Sunken Ship, Atlantis, and The Cave, you'll see smaller maps, with your location and the boss's location marked.

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

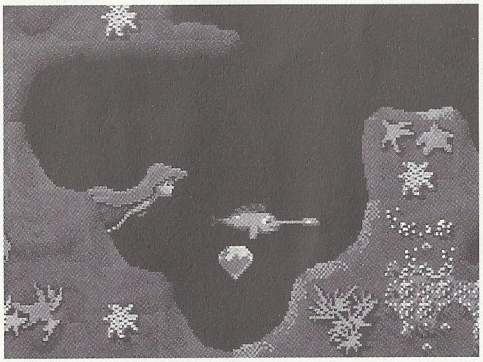
Polyp, Be Free!

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

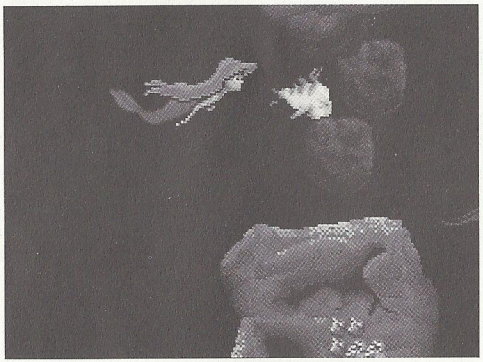


Calling All Fish Friends...

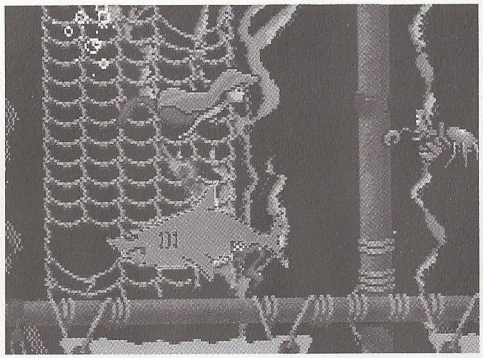
Sebastian, Flounder, and the digger fish are the best friends you could ask for! Press **Button C** to call the currently-selected Fish Friend to your side.



The digger fish: Helps you uncover buried treasure!



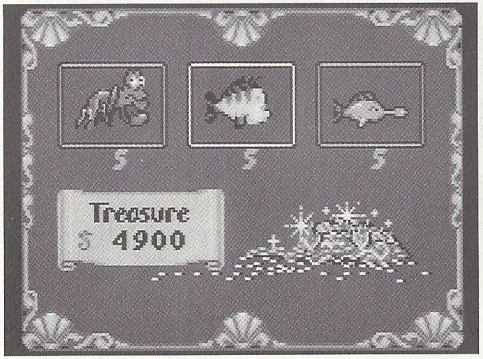
Flounder: Pushes rocks out of the way.



Sebastian: Like a guardian angel, scares away opponents and temporarily keeps you from getting hurt.

Fish Friend Selection

Press **Start** during game play to see the map, then press **Button A, B** or **C** to see the Fish Friend Selection screen. Press the **D-Button** RIGHT or LEFT to highlight the Fish Friend you want to have waiting for your call. The number beneath each Fish Friend shows how many remain to help you.

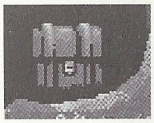


Helpful Collectibles and Treasure

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



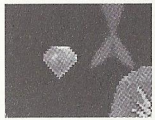
- **Key:** Unlocks a treasure chest.



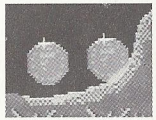
- **Treasure Chest:** Sometimes out in the open, sometimes buried in the sand, treasure chests yield a wealth of helpful items — but only when you have a key! Float over the chest to release its magical items, then quickly float over the items before they rise to the surface. Each time you open a chest you use up one key.



- **Little Heart:** Replenishes your health meter a bit.



- **Gem:** Adds to your treasure.

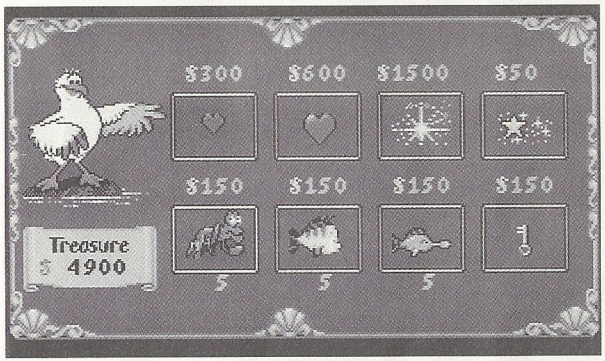


- **Coin:** Increases your treasure.

Scuttle's Magical Collection

In each of the four main levels, you'll find good old Scuttle the seagull, waiting patiently to see what you'll pick from his collection. Float up to him to enter his shop. Press the **D-Button** RIGHT or LEFT, UP or DOWN to highlight the item you want. Press **Button A**, **B** or **C** to trade treasure for the magical item.

Little Heart Big Heart Sparkle/Tries Star



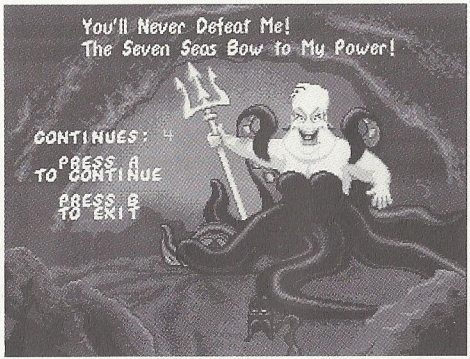
Sebastian Flounder Digger Fish Key

You can trade your treasure for anything in Scuttle's collection: little hearts, keys, and help from Sebastian, Flounder, and the digger fish. You can also trade for these:

- **Big Heart:** Completely restores your health.
- **Sparkle:** Gives you one more try before you have to use a Continue.
- **Star:** Gives you one more shot with your powerful star voice or thunderbolt.

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!

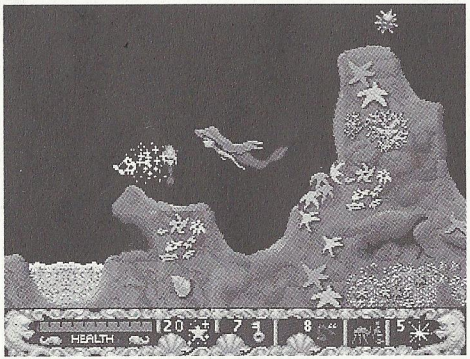
End of Game and Continue



You lose a try when your health meter is exhausted. You see the Continue screen when you've spent all your tries. There are 4 Continues in an easy game, 2 in a medium game, and only 1 in a difficult game. Press **Button A** to continue, which lets you resume the game at the beginning of the last level you played.

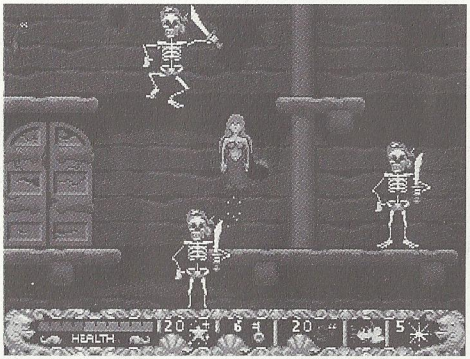
Undersea Locales

Level 1: The Reef



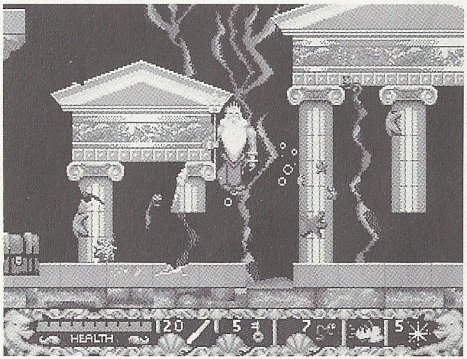
The Reef is beautiful but harbors many dangers. Watch out for nasty sharks, eels, sea urchins and clams.

Level 2: The Sunken Ship



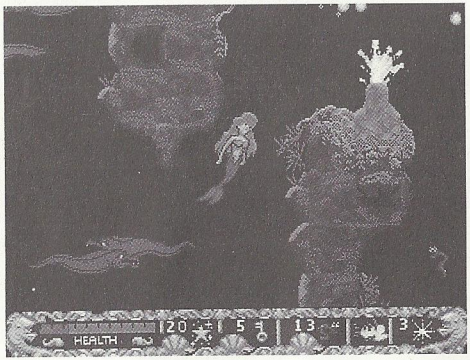
Skeletons wielding swords try to ambush you from every direction!

Level 3: Atlantis

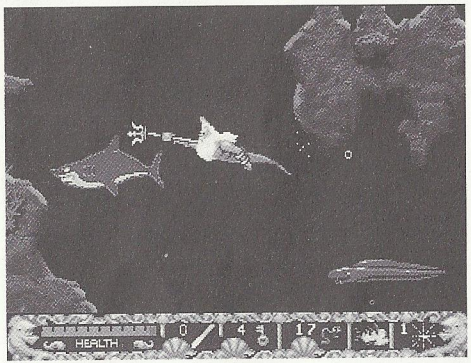


In Atlantis, ancient statues toss dangerous disks in your direction. Don't be caught off guard by the Archer—he pops up and shoots arrows.

Level 4: The Cave

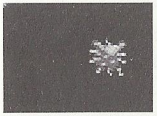


In the Cave, you must avoid boiling lava mounds—and an increasing number of bewitched creatures. Try to stay cool!



Bewitched Creatures

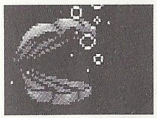
These nasty creatures are all under Ursula's spell and will do her bidding to see you fail.



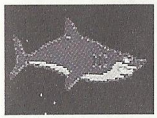
- **Sea Urchin:** Hurts you if you touch it.



- **Crab:** Depletes your health when it pinches you.



- **Clam:** It dances invitingly but the clam can also bite you! Sometimes you can get it 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!

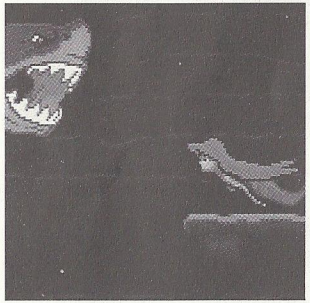


- **Skeleton:** Their swords are dangerous, but so are their bones!

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! Take on her unruly locks one at a time. Be persistent!

Encounter with Ursula

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

Underwater Survival Tips

- If you're playing a difficult-level game, be careful about using Flounder's help too often. Save him for the harder areas.
- Before you leave each level to fight the boss, be sure to visit Scuttle and stock up on helpful items. You'll need all the strength and tries you can get to greet your next host!
- Some monsters are extremely tough. Take several shots, then move away and dodge their fire while they tire. If you're patient and skilled, you'll beat them.
- Don't forget to call for Sebastian's help when you see lots of mean creatures ready to ambush you! On your own, you'd take lots of damage.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis 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, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Ariel, Disney's The Little Mermaid Credits

Game Design: Barbara Michalec

Sega Credits:

Producer: Stewart Kosoy

Lead Tester: Unni Pillai

Testers: Marianne Arotzarena, Michael Baldwin, Tom Bryne, Brenda Daverin, Alex Fairchild, Ivan Foong, Richie Hideshima, Lawrence Jeung, Tony Lynch, Matt Macchia, Julio Martinez, Heather Meigs, Jon Van, Gabriel Watts

Test Manager: Steve Apour

Assistant Product Manager: France Tantiado

Disney Credit:

Producer: Patrick Gilmore

Account Executive: Cathy G. Fortier

BlueSky Software Credits:

Programmers: Barbara Michalec, Karl Robillard, Ron Thompson

Artists: Dana Christianson, Geoff Knoble, Tom Moon

Animation: John Roy

Manual by: Ruth Zultner Writing Services and Arcadian Design

Limited Waranty

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

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. 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 Genesis 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.

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.