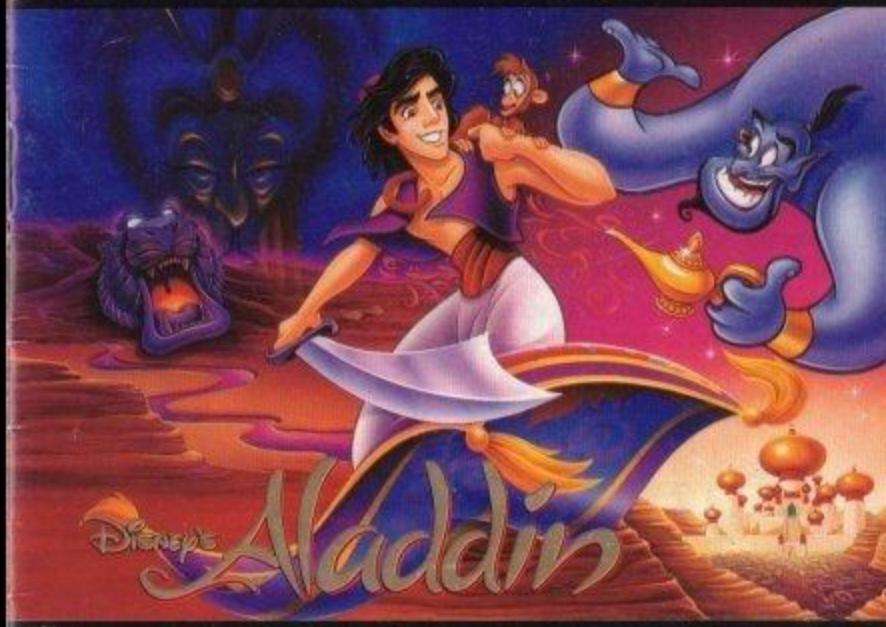
SNS-RJ-USA



Disney

INSTRUCTION MANUAL

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

Disney's Aladdin

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **Aladdin**, the latest addition to CAPCOM's library of Disney titles. Following such hits as **The Magical Quest** starring Mickey Mouse, **Aladdin** continues the tradition of action-packed games designed for the whole family.

Aladdin features colorful state-of-the-art high resolution graphics and stereo sound for your Super Nintendo Entertainment System. We at CAPCOM are proud to bring you this exciting new addition to your video game library.

Joseph Morici

Joseph Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

Official Nintendo Seal of Quality

Disney SOFTWARE

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MADE IN JAPAN

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Passwords:
Level 2: Genie/Abu/Aladdin/Sultan
Level 3: Jafar/Abu/Jasmine/Genie

SAFETY PRECAUTIONS

Follow these suggestions to keep your **ALADDIN** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

Level 4: Genie/Jafar/Aladdin/Abu
Level 5: Abu/Aladdin/Genie/Jasmine
Level 6: Jasmine/Jafar/Sultan/Jasmine
Jafar/Jasmine/Aladdin/Jafar
Bonus
(Carpet) Aladdin/Jasmine/Abu/
Sultan

GETTING STARTED

1. Insert your **ALADDIN** Game Pak into your Super Nintendo Entertainment System and turn the power ON.
2. When the story screens appear, watch closely as the tale of the lamp begins to unfold. If you do not wish to watch the story screens, press the **START** button to skip to the title screen.
3. When the title screen appears, you will see the following choices: GAME START, PASSWORD and OPTIONS. Use the control pad to move the Genie's hand next to GAME START and press the **START** button.

   (For an explanation of the PASSWORD screen, please read the "Using Your Password" section of this manual.)

   (For an explanation of the OPTIONS screen, please read the "Using the Options Screen" section of this manual.)
4. When the next screen appears you will be transported to Agrabah, the fabled city of mystery and enchantment. There you will join Aladdin and his pet monkey Abu, as they race through the marketplace trying to stay one step ahead of the palace guards.
5. To end Aladdin's adventure at any time, simply turn your Super Nintendo Entertainment System OFF and remove your Game Pak.

THE SECRET OF THE LAMP!

"For years the secret of the lamp has eluded me, but tonight it was within my grasp. At long last, I had succeeded in uniting the halves of the ancient golden scarab, which led me along a magical trail across the dunes. Taking the worthless thief, Gazeem, with me, I ventured deep into the desert. We watched in anticipation as the two pieces of the scarab split apart and buried themselves deep in the sand. This was what I had searched for!

"Suddenly, the ground began to quake under us and a huge tiger's head rose ominously from the moonlit sands. I had found it! After all the searching - The Cave of Wonders!"

"I sent Gazeem into the tiger's mouth with instructions to bring me the lamp. As I watched him draw closer to the cave, I could feel the power of the lamp. But I was unprepared for what happened next...."

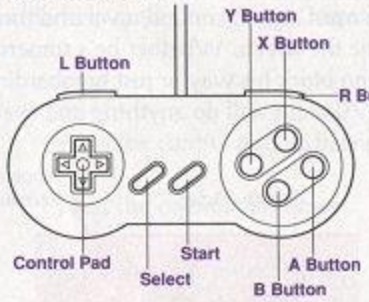
"The Cave itself rose in anger and rejected Gazeem, silencing him forever with its massive stone jaws. 'Only one who is worthy may enter,' it roared. 'One whose rags hide a heart that is pure. A diamond in the rough....'"

"Somewhere I will find this diamond and then the power of the lamp will be mine!"



CONTROLLING ALADDIN

NOTE: The buttons used for certain actions can be changed in the OPTIONS screen.



To move Aladdin left or right: Press the control pad **left** or **right.**

To make Aladdin duck: Press the control pad **down.**

To make Aladdin jump: Press the **B** button.

To make Aladdin run faster: Press the **Y** button.

To make Aladdin throw an apple: Press the **A** button.

To make Aladdin glide in the air using a rug: Press and hold the **R** button. (Can only be done if Aladdin has collected the white rug.)

To make Aladdin somersault off an enemy or object: Jump on top of the enemy or object and press and hold the **B** button.

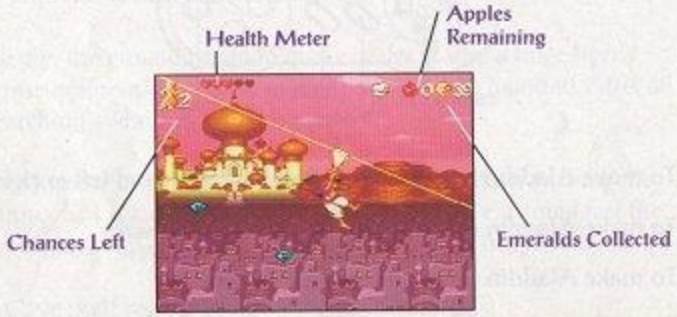
To grab a ledge or beam: Jump toward the edge of the ledge or beam and Aladdin will automatically grab hold if he is close enough.

To make Aladdin climb up: When Aladdin is hanging, press the control pad up.

To pause the game: Press the **START** button.

ONE JUMP AHEAD!

Staying one step ahead of trouble is a full-time job for Aladdin and his pal Abu! Racing through the marketplace with the guards hot on his heels, Aladdin must zig-zag around, over and through the merchants who line the streets. Whether he's somersaulting off the heads of guards who block his way or just bombarding them with an arm full of apples, Aladdin will do anything and everything to stay one jump ahead.



But there's more in store for Aladdin than he could possibly know. Danger beyond belief and powers greater than he can imagine. Every mistake will cost him valuable strength, but every move forward brings him closer to his destiny!



MAGIC CARPET RIDE

When Aladdin is in a tight spot and needs a lift, the Magic Carpet will glide to his rescue. But once he's along for the ride, Aladdin must tug on a tassel to help guide the Magic Carpet through the sky.

To Fly Higher:	Press the control pad **up.**
To Fly Lower:	Press the control pad **down.**
To Fly Faster:	Press the control pad **right.**
To Fly Slower:	Press the control pad **left.**



ENCHANTED ITEMS!

Hidden throughout the lands of Agrabah, Aladdin may find many items that may come in handy to help him and his friends to complete their quest.



RUG
Pick up a rug and Aladdin will be able to use it to glide through the air.



JARS
Help Aladdin tip them over to see what is hidden inside.



TREASURE CHEST
Aladdin can open a treasure chest by jumping on top of it.



APPLE
Aladdin can collect apples and use them to throw at his enemies!



BREAD
Collect a loaf of bread to refill one heart on Aladdin's health meter.

ENCHANTED ITEMS! CONT.



ROASTED CHICKEN
Find a roasted chicken to refill all the hearts on Aladdin's health meter.



EMERALDS
Pick up emeralds along the way and if you collect 100, Aladdin will earn an extra chance to complete the adventure.



HEART
Find the heart and Aladdin will add an extra heart to his health meter.



MAGIC LAMP
Collect a magic lamp to grant Aladdin another chance to complete the adventure.

THE WORLDS OF ALADDIN

THE MARKET PLACE

Chased by the palace guards, Aladdin and Abu must steal their daily bread and escape from their enemies.



THE CAVE OF WONDERS

Freed from the palace dungeon, Aladdin and Abu search the Cave of Wonders for the magical lamp.



ESCAPE FROM THE CAVE OF WONDERS

Angered by Abu's attempt to steal the forbidden treasure, the Cave of Wonders attempts to destroy Aladdin and Abu as they flee with the lamp.



THE WORLDS OF ALADDIN CONT.

INSIDE THE GENIE'S LAMP

After Aladdin rubs the lamp, the Genie pops out and invites him into the wild and wacky world inside.



THE PYRAMID

Lost in the middle of the desert, Abu stumbles into an ancient pyramid and Aladdin must find him before the grave robbers do.



JAFAR'S PALACE

Racing back from the ends of the earth, Aladdin must fight his way through Jafar's palace to save Princess Jasmine.



ADVICE FROM THE GENIE

1. When swinging from a beam, Aladdin can knock enemies over with his feet.

2. Aladdin can jump a bit further if he gets a running start.

3. To defeat some enemies, Aladdin needs to somersault off their heads several times.

4. If Aladdin gets hit by an enemy or object, he will become invincible for a second. Use this time to get by any troublesome obstacles.

5. When riding the Magic Carpet, don't fly too far forward or Aladdin won't be able to see the twists and turns ahead.



USING THE OPTIONS SCREEN

When the title screen appears, push the control pad up or down to move the marker next to OPTIONS and press the **START** button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.



CONTROL TYPE

- This option allows you to change the settings for the different buttons used in the game.
- Press the control pad left or right until you find the control pad settings you wish to use.

B.G.M.

- This option allows you to hear the various Background Music themes used in Aladdin.
- Press the control pad left or right to change the Background Music number and then press the **B** button to hear the song.

SOUND MODE

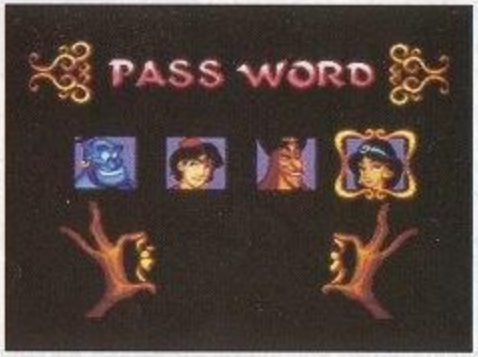
- This option allows you to select either STEREO or MONAURAL sound.
- Push the control pad left or right to highlight the option you wish to use.

EXIT

- Highlight this option and press the **START** button to exit the OPTIONS mode.

USING YOUR PASSWORD

When Aladdin completes an entire level, the Genie will appear and reward you with a magical password. Look to see which character appears in each box and make sure you write them down for future reference.



The next time you play **ALADDIN** you can enter your password by selecting the PASSWORD option on the title screen. When you do, the password screen will appear. Press the control pad up or down to select the correct character for the first box. Then press the control pad right to select the next box and put the next character in that box. After all the characters have been placed in the correct boxes, press the **START** button. If your password is correct, the two halves of the magical scarab will unite and magically transport you back to where you received the password.

ALADDIN'S WISHES

To Start On:

Level 2: Genie/Abu/Aladdin/Sultan

Level 3: Jafar/Abu/Jasmine/Genie

Level 4: Genie/Jafar/Aladdin/Abu

Level 5: Abu/Aladdin/Genie/Jasmine

Bonus Level: Jasmine/Jafar/Sultan/Jasmine

Level 6: Jafar/Jasmine/Aladdin/Jafar

Final Battle: Aladdin/Jasmine/Abu/Sultan

WARRANTY INFORMATION

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-1665. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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