Nintendo

GAME BOY COLOR

CGB-BJGE-USA

Walt Disney's

The Jungle Book

Mowgli's Wild Adventure



Disney Interactive

Ubi Soft Entertainment

www.ubisoft.com

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ONLY FOR GAME BOY COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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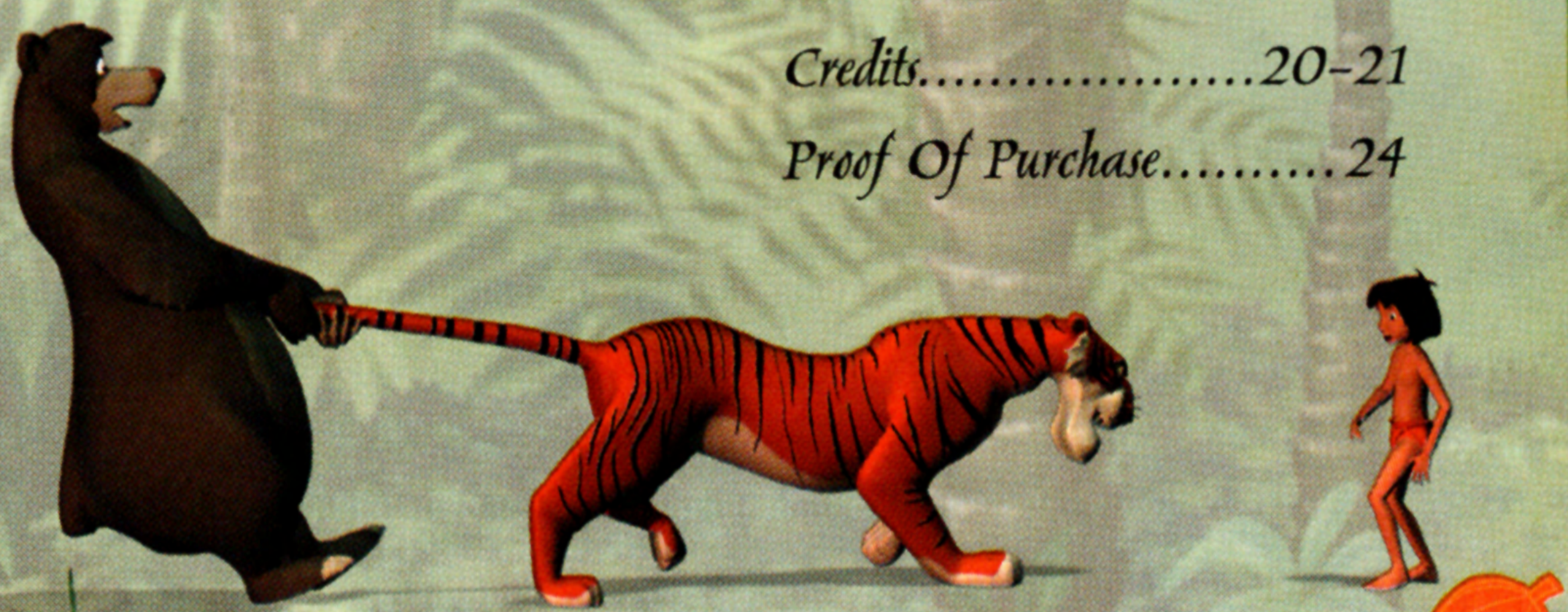
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THE STORY



One day, while he was roaming through the jungle, Bagheera the Panther found a Mancub. It was Mowgli. He was lying in a basket in the bottom of a barge that had run aground. There were no men or women in sight to look after him. Wisely, Bagheera carried Mowgli to Rama, a warm-hearted wolf.

Thanks to their kindness, Mowgli grew up among the Wolf Pack. However, the terrible and powerful tiger, Shere Khan, has returned! Shere Khan will never accept the presence of a

Mancub in the jungle. He is afraid of Man, and will not give Mowgli the chance to become one!

Bagheera and the Wolves agreed: the time has come for Mowgli to go back to his own kind. He must travel across the jungle until he comes to the Man Village, where he will be safe.

GETTING STARTED

Insert the Game Pak into the Game Boy® Color correctly and move the power switch to the ON position. When the Title screen appears, press the A Button to begin the game.



Menus

Language

Select the language you would like by using the Control Pad and pressing the A Button to select.



Main Menu

New Game:
Used to begin a new adventure.

Continue:
Leads you t Password Menu, used to continue a previous y entering your password.

wnere you can switch the Sound FX and Music
off.



Continue

Select the letters you want using the Control Pad.

- Select with the A Button (the highlight will shift one position to the right, so you can choose the next letter).
- Cancel with the B Button (the highlight will shift one position to the left, so you can choose the correct letter).
- Go back to the Main Menu by pressing Select

Once you have entered your password (wherever the highlight is), press Start.

- If the password is correct, you will start playing.
- If the password is not correct, the Invalid Password page is displayed. Press any Button to go back to the Password Menu and enter the password again.

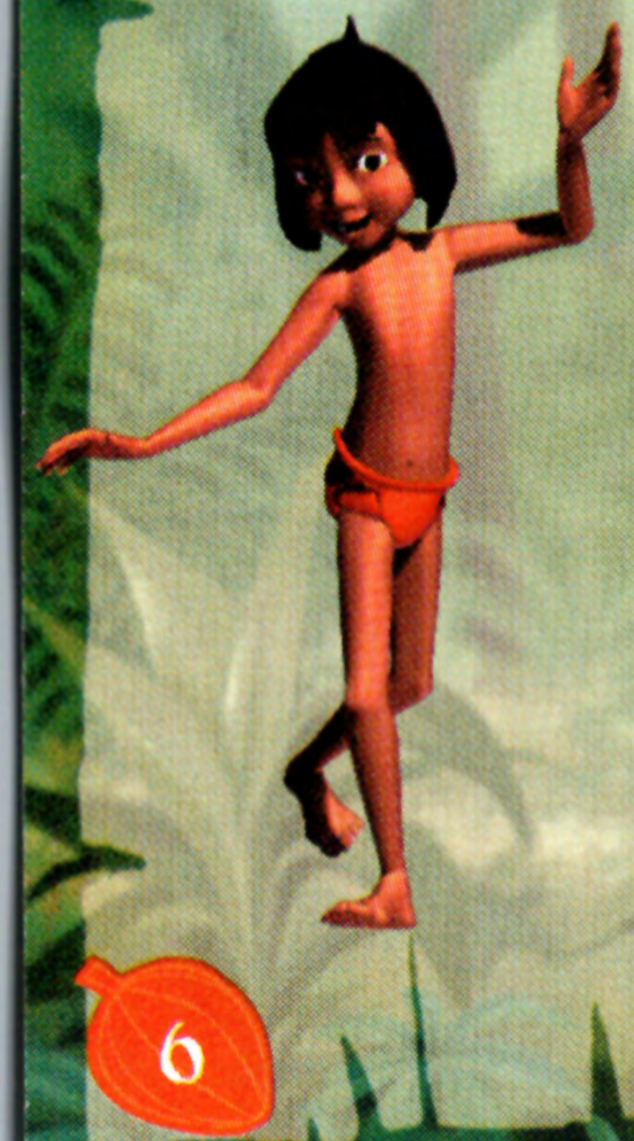
Sound

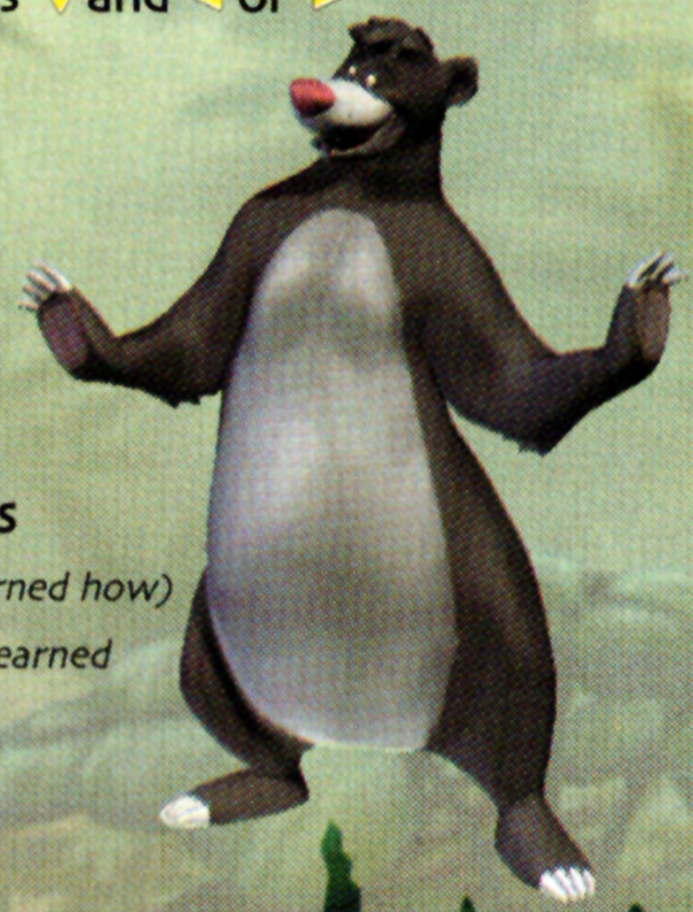
Use ▲ and ▼ to select the option you wish to customise (the selected one will become yellow).
Use ◄ and ► to switch the options On/Off.
Select with the A Button. Cancel (go back to the Main Menu) with the B Button.

BASIC CONTROLS

Control Pad

Walk	use ◀ or ▶
Crouch	press ▼
Crawl	press ▼ and ◀ or ▶
Pull up	when you hang in the air, press ▲ (or the A Button)
Pull down	when you are on the edge of the ground, press ▼
Roll *(once you've learned how)*	while running press ▼ and ◀ or ▶
Move camera up and down	press ▲ or ▼





A Button

Jump

B Button

Throw
Activate switches
Run *(once you've learned how)*
Climb *(once you've learned how)*


Control Pad
A Button
Select
B Button
Start
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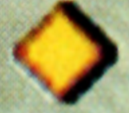
THE GAME

The Objective of the Game

Mowgli has to learn how to survive in the jungle. During his journey, he will meet all sorts of characters. Some will teach him useful skills to live in the jungle. Others will be dangerous and threatening, so be vigilant! Also watch out for the vicious Shere Khan. He will keep an eye on Mowgli and will do everything in his power to prevent Mowgli from reaching the Man Village.



IN-GAME ELEMENTS



Yellow Diamonds

Collect 20 Diamond Points to gain 1 Life Credit. Yellow Diamonds are worth 3 Diamond Points.



Red Diamonds

1 Red Diamond equals 10 Diamond Points.



Apples

When Mowgli takes one of these, all of his energy is refilled.



Banana

When Mowgli passes over a Banana Refill, a Banana is given to Mowgli and displayed in the Status Bar. Attract hungry enemies or make them slip and fall by throwing the bananas in front of them.



Coconut

When Mowgli passes over a Coconut Refill, a Coconut is given to Mowgli and displayed in the Status Bar. Activate switches and hit enemies by throwing the coconuts.



Water Pot

When Mowgli passes over a Water Pot Refill, a Water Pot is given to Mowgli and displayed in the Status Bar. Extinguish fire by throwing the Water Pot.



Boss Head

These portray the major character of each World. There are 7 of them scattered among the Stages of each World. You must collect them all to unlock the World's Final Challenge.



Pressure Switch

The Switch takes the Active state only when Mowgli steps on it. During this state, a door will open for a limited time until the switch returns to the inactive state.



Trigger Switch

The trigger switch is a push button activated using the B Button. It can open doors.



Collector Switch

This switch can only be activated by THROWING three coconuts in it. The Collector Switch can open a door and give you access to a hidden area.

IN-GAME SCREENS

Status Bar: Displays the main information on the game.



- Apples: The number of Energy Units (5 apples is full energy)
- Action Available: Shows the available action when Mowgli is standing in an area where he can climb or activate a switch. (This appears in the same section as "Object taken".)
- Object taken: Shows the last object taken (Coconut, Banana or Water Pot). When an object is present in the status bar, you can THROW it by pressing the B Button.

Pause (start)

When you press Start while playing, you pause the game and access a sub-menu:

- Resume

Used to abort the pause command and come back to the game.

- Worldmap

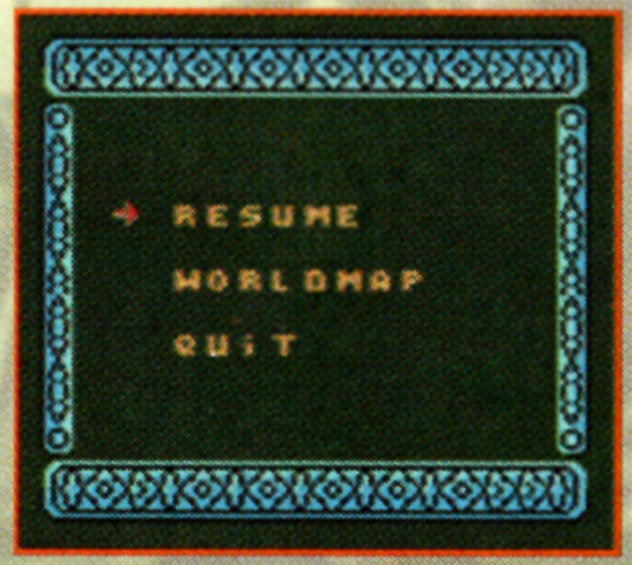
Used to leave the current Stage at any time and enter the Worldmap. You will not gain access to the next stage or challenge because the stage will not have been completed.

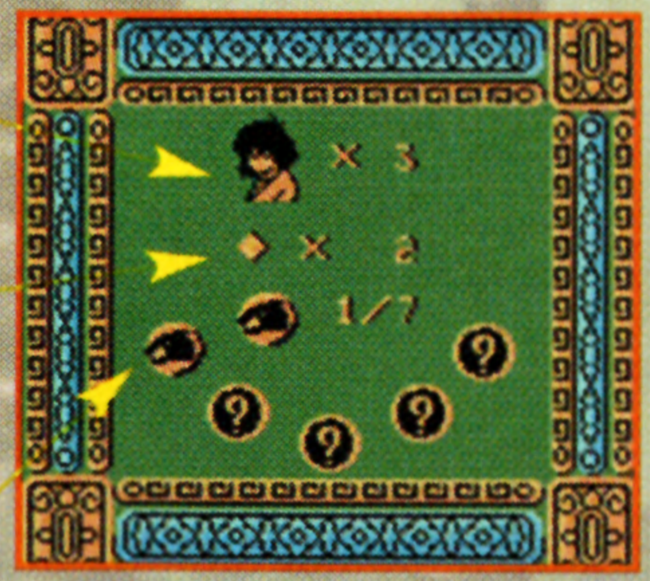
- Quit

Used to leave the current game session and go back to the Main Menu. From here, select Continue. The last password will be inserted, ready to be confirmed.

Quiet Status (select)

Allows you to access the Quest Status Screen. From this screen you can press Select again to resume the game.





Life Credits: the number of lives

Diamonds: the number of diamonds collected

The medals: The number of boss heads collected in the current world

CHARACTERS



MOWGLI:
Mowgli is full of boundless energy. When he doesn't succeed at something, he picks himself back up and tries again. Mowgli is very agile, but he is stubborn and does not yet have the necessary wisdom to develop his strength. His natural innocence and good temper make him a peerless companion.



BAGHEERA:
Bagheera is sophisticated, noble and thoughtful. He is generally good tempered. All the animals respect his wisdom and intelligence, so they listen carefully to his advice.



BALOO:
For each of his good qualities, Baloo seems to have a flaw that matches it. He's strong but too heavy, jovial but lazy, optimistic but careless. But... it doesn't matter, because everyone loves his 'relaxed' attitude. Baloo is a loyal friend you can trust.



KING LOUIE:
King Louie is ambitious. He wants to learn the secret of fire so he can become a Man!!! He is a bit mad but still quite grand. He's the King!!



KAA:
Kaa is the master of hypnosis and can put the other animals to sleep. But watch out. He doesn't do it to help them rest; he does it to eat them!



BUZZY:
Buzzy is a tender-hearted wanderer. He is gentle and sincere and loves everyone. But he has an irritating sense of humor that he loves to use to the detriment of others.



SHERE KHAN:
Shere Khan hates Man because they hunt tigers. He is determined and intelligent, which makes him a formidable enemy. He's a dangerous creature.



SHANTI:
Shanti is the most marvelous being in the jungle! She is kind of graceful and flirtatious. She is adored by her parents and liked by everyone in the village.

THE WORLDS

World 1: The Sunset Jungle



The Sunset Jungle's main theme is given by the warm atmosphere and colors of the jungle's sunshine. This is where Mowgli starts his adventure to find his way to the Man Village.

Simple Challenge: learn to run and do long jumps.

Final Challenge: on Bagheera's back, you have to avoid obstacles and finish the race before your time is up.



World 2: The Rainbow Jungle



The Rainbow Jungle is exotic and its vegetation dense. Here, Mowgli will meet Baloo who will teach him new abilities needed to continue the game.

Simple Challenge: learn to climb and roll.

Final Challenge: you have to win the race against a clever little monkey.





World 3: The Temple Ruins

In the Temple Ruins, monkeys control everything. Here, many great obstacles will stand in your way so be careful!

Simple Challenge: learn to swing and dangle.

Final Challenge: on Bagheera's back, you have to leave the Temple before it collapses!! Do so quickly, because your time is limited.



World 4: Treetops

You're now in the tree tops!! But be careful, some nasty animals live there, like the monkeys and Kaa, the dangerous snake.

Simple Challenge: learn to perform a hand-over-hand climb.

Final Challenge: you have to use Kaa's body to move forward and finish the level.

World 5: The Desolate Jungle



The Jungle has never been more frightening. It is full of dead trees, dry earth, and a dark and cloudy sky. The dangerous Shere Khan is coming for you!!

Simple Challenge: use all the abilities you have learned in the previous levels to keep up with a flying vulture!



Final Challenge: first, you have to escape from the terrible Shere Khan who follows you closely. Then, you must flee the burning jungle. Hurry up, Mowgli!



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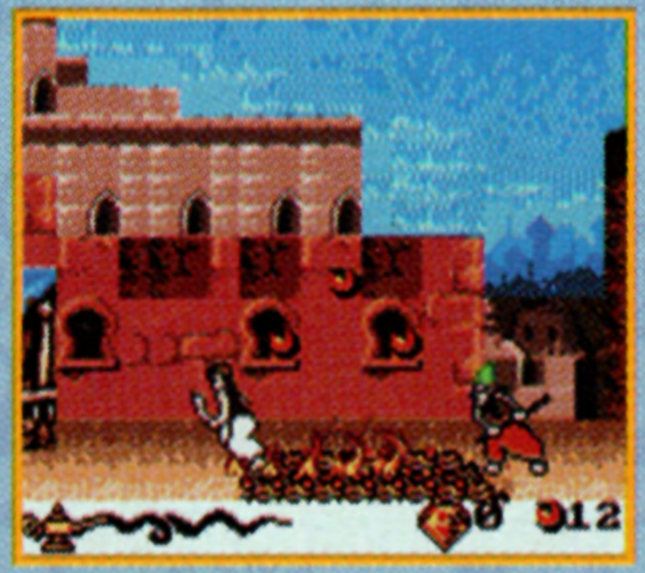
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