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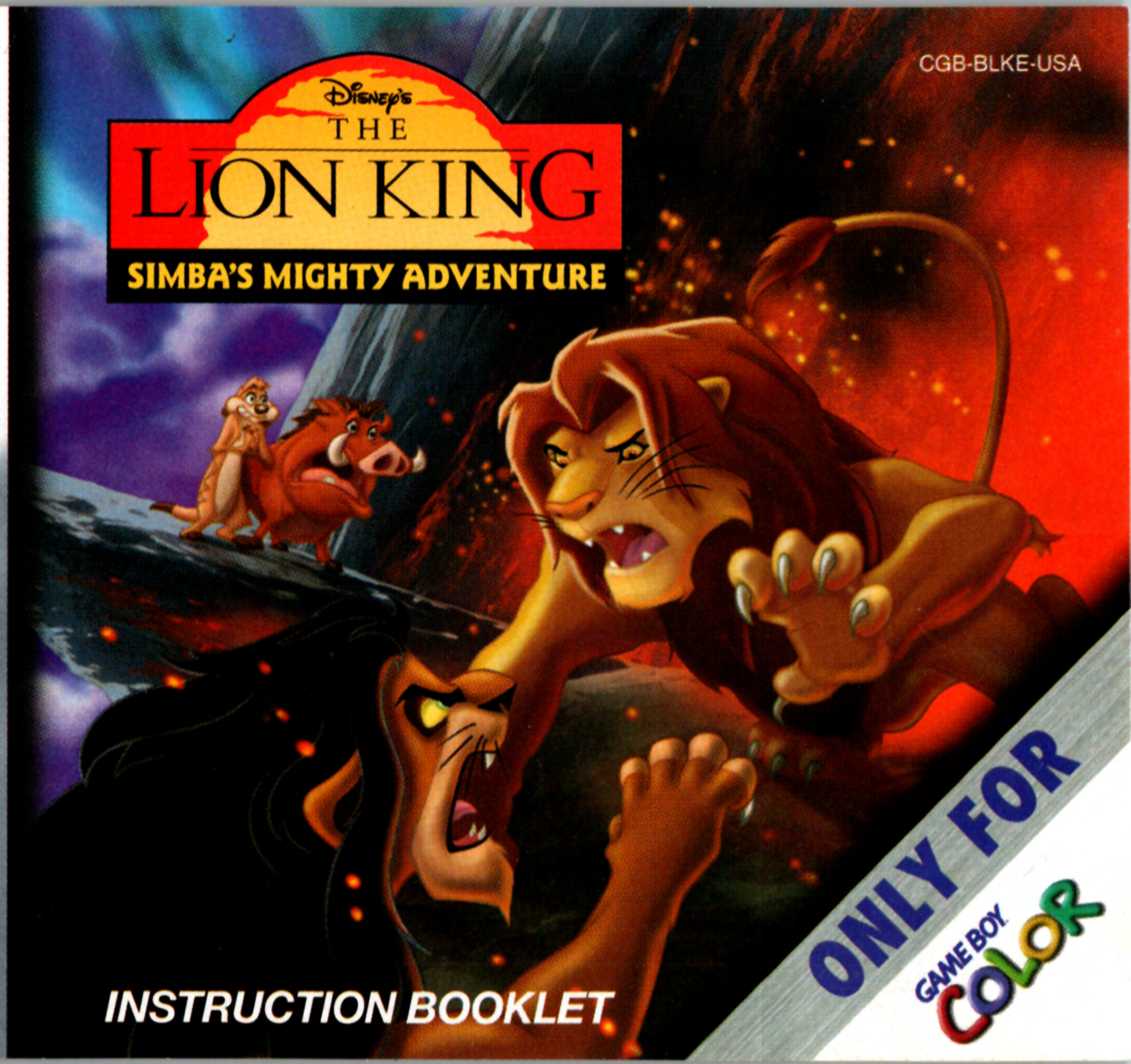
GAME BOY COLOR

CGB-BLKE-USA

Disney's

THE LION KING

SIMBA'S MIGHTY ADVENTURE



INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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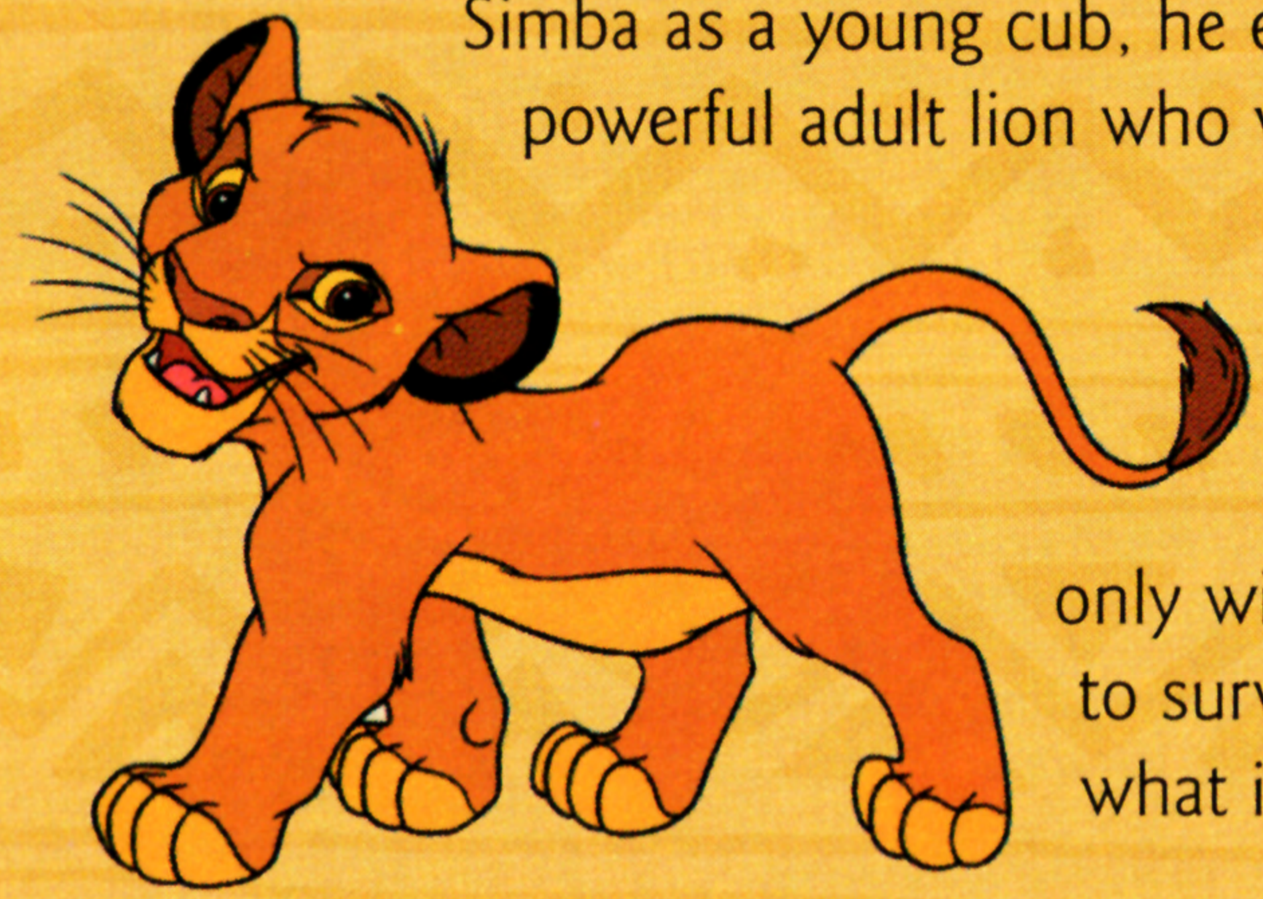
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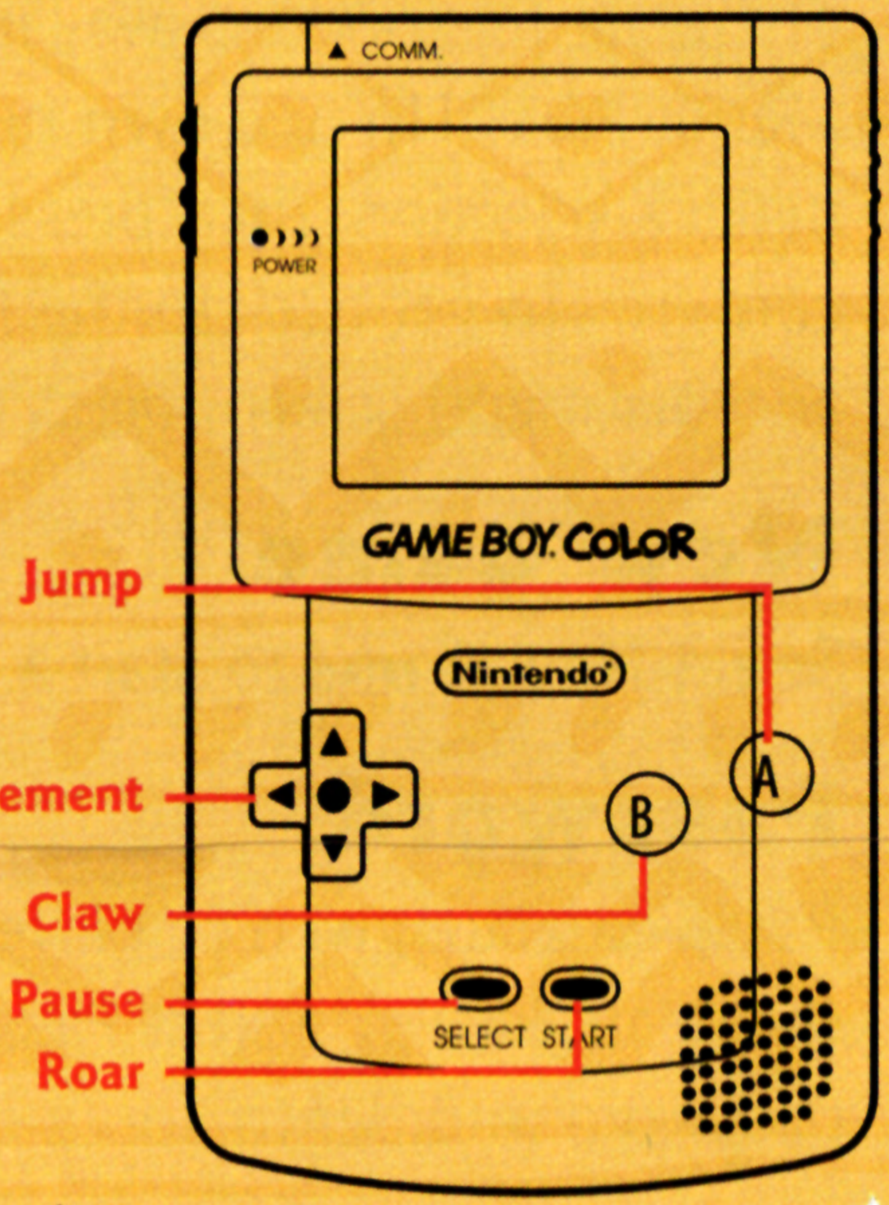
Introduction

Guide Simba, the brave and loveable lion from Disney's The Lion King and Disney's The Lion King: Simba's Pride, on a journey across the African jungles and plains. Although the game begins with Simba as a young cub, he eventually grows to become a powerful adult lion who will rule the Pride Lands and defend them against enemies such as hyenas, vultures, leopards—even Scar himself. On your travels, not only will you learn the skills needed to survive, but you will also learn what it takes to be KING!



Starting Up

1. Turn OFF the POWER switch on your Nintendo Game Boy® Color. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak into the slot on the back of the Game Boy Color with the label facing out. Press the Game Pak firmly to lock it in place.
3. Turn the POWER switch **ON**.
4. When the title screen appears, press **START** to continue.



Note: Disney's The Lion King: Simba's Mighty Adventure is for Game Boy Color only.

Main Menu

There are five options available on the Main Menu. Press **Up** or **Down** on the Control Pad to make a selection, then press the **A Button** to confirm. To get back to the Main Menu from another menu screen, press the **B Button**.



New Game

Select **New Game** to start a new game where you play as young Simba.

Password

Passwords are given to players after completing a level or bonus game (between levels). Select **Password** from the Main Menu and enter a password in order to continue a game from where you left off.

Options



Press **Up** or **Down** on the Control Pad to select the option you wish to change. Press **Left** or **Right** on the Control Pad to change the settings on the selected option.

Difficulty

There are three difficulty levels in the game – Easy, Medium and Hard.

Easy – In Easy mode, the player starts out with five lives and damage inflicted by enemies is reduced.

Medium – In Medium mode, the player starts out with four lives and will take normal damage from enemies.

Hard – In Hard mode, the player only starts out with three lives and damage inflicted by enemies is increased.

Note: The difficulty level cannot be changed once a game is started.

Music

Use this option to adjust the volume of the music in the game.

Sound

Use this option to adjust the volume of the sound effects in the game.

Control

Press the Control Pad **Left** or **Right** to choose which control setup you wish to use.

Bonus Games

Select **Bonus Games** to play one of four mini-games: **Bug Drop**, **Catch the Worms**, **Bug Tennis**, or **Beetle Hunt**. To select a game, move the Control Pad to highlight the game that you wish to play, then press the **A Button** to confirm your choice.

Tag

Select **Tag** to play a two-player tag game with a friend.

Note: You will need a Nintendo Game Link® Cable, two Game Boy Colors, and two copies of The Lion King: Simba's Mighty Adventure Game Paks. Two-player play via the Game Link Cable is a special feature for owners of Game Boy Color and is available only for Game Boy Color vs. Game Boy Color competition.

Please turn each Game Boy Color **OFF,** *insert the Nintendo Game Link Cable into both Game Boy Color units, and then turn each Game Boy Color back* **ON** *before starting a two-player tag game.*



Main Game

Controls

All references to button selection in this manual refer to the default controller configuration. You can change the default controller configuration from the Options Menu accessed from the Main Menu or from the in-game Pause Menu.

Side-Scrolling Controls

A Button	Jump or Climb up a ledge if Simba is hanging from a ledge.
B Button	Claw Attack
Start	Roar. A roar will temporarily freeze some enemies in their tracks. The amount of roar available is indicated by the Roar Bar.
Left/Right	Move Left or Right

Up	While hanging from a ledge, Simba pulls up to the ledge. While standing still, the screen shifts up to show what is above Simba.
Down	While standing still, Simba crouches close to the ground. While hanging from a ledge, Simba drops from the ledge and falls to the ground. While standing still and holding it, the screen shifts down to show what is below Simba.
Diagonal Down (Left or Right)	While running, if the player presses down diagonally in the direction of the run, Simba will do a Roll Attack.

Top-Down Controls

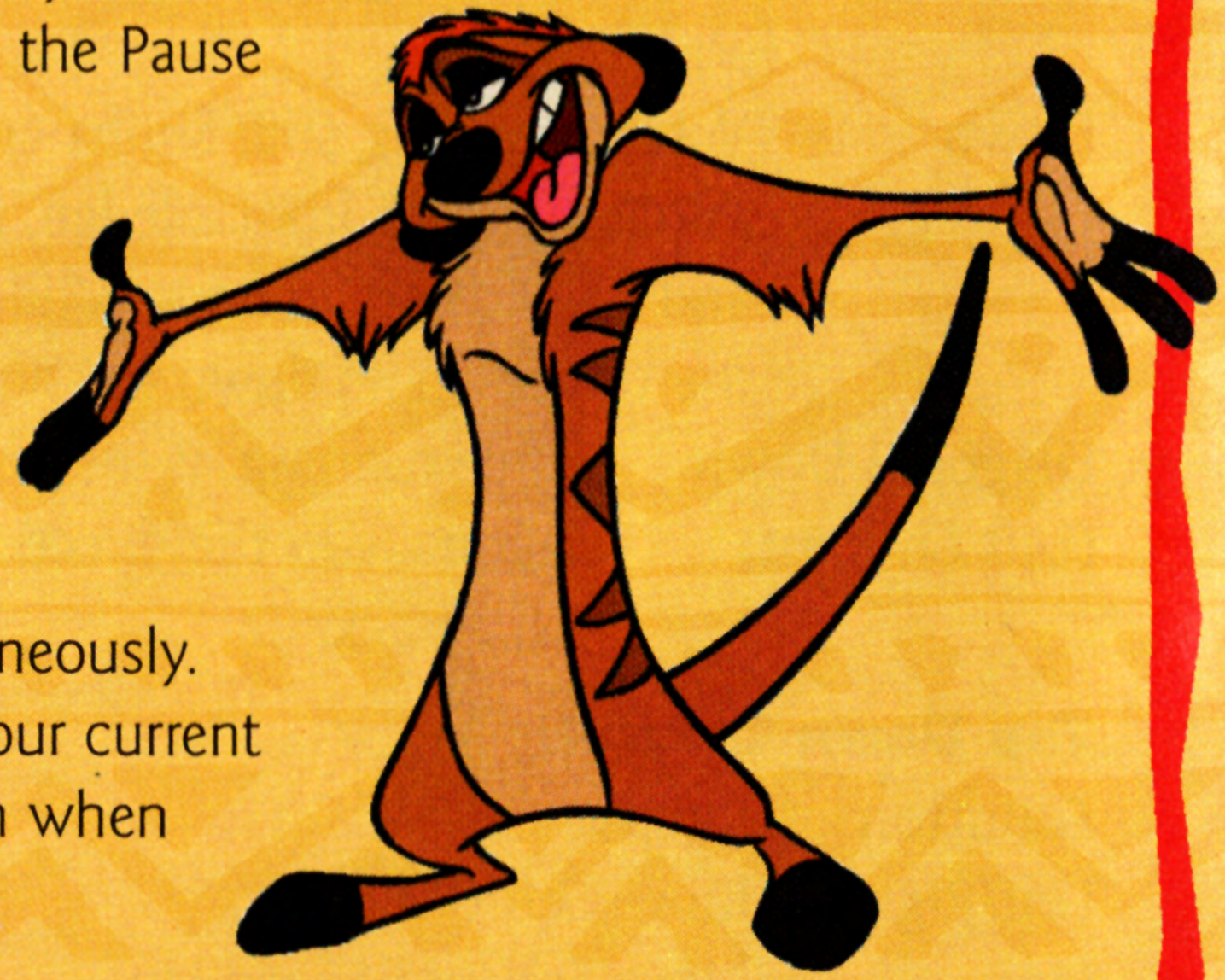
A Button	Jump
Left/Right	Move Left or Right
Up	Move Forward\Speed Up
Down	Move Backward\Slow Down

Select

Pressing **Select** during gameplay will pause the game and bring up the Pause Menu.

Game Reset

You can reset to the title screen at any time during gameplay by holding down the **Start** and **Select** and the **A** and **B Buttons** simultaneously. WARNING: You will abort your current game and lose all information when you reset.



Pause Menu

Lives

This indicates how many lives the player has remaining.

Continue

Select **Continue** and press the **A Button** to take you back to the game.

Options

Select **Options** to go to the Options Menu.

Note: You will not be able to change the difficulty setting during a game.

Quit

Select **Quit** to quit the current game and go back to the Main Menu.

Amulet

This indicates how many pieces of the amulet you have collected on the level so far. Collecting all five amulet pieces will unlock a bonus game after the level.

HUD



Life Meter

Health Bar

Star Counter

Roar Bar

Life Meter

This indicates the number of lives left.

Health Bar

This indicates the amount of health left. Once the health bar is reduced to zero, you lose a life. The health bar can be replenished by collecting health power-ups, or by finishing a level.

Roar Bar

This indicates the number of roars Simba is able to perform. It decreases when Simba roars, but will automatically replenish itself over time.

Star Counter

This indicates the number of stars you have collected. Once you collect 100 stars, you receive an extra life.

Power-Ups



Star

Collect 100 stars to get a free life.



Small Health Bug

One of these will replenish a small portion of Simba's Health Bar.



Big Health Bug

One of these will totally replenish Simba's Health Bar.



Health Extender Bug

This increases the length of Simba's Health Bar so he can withstand more damage.



Roar Bug

This increases the speed at which Simba's Roar Bar replenishes.



Extra Life (Young Simba)

Collecting one of these gives Simba an extra life.



Extra Life (Adult Simba)

Collecting one of these gives Simba an extra life.





Amulet Piece

There are five amulet pieces that are hidden throughout each level. Collect all five of the pickups on a level to piece together the amulet and unlock a bonus game (between the main game levels) to earn more stars.

Levels

Find and Pounce Zazu

It is a hot, sunny morning and Simba begins his adventure near Pride Rock. His father, Mufasa, has instructed him to find Zazu and practice his pouncing technique on the poor bird. Remember, once Zazu lands on the ground, leap on top of him. Pouncing is fun!

The Water Hole



Simba is on his way to the Elephant Graveyard when he makes a quick stop at the local watering hole. Use the trees and hippos to navigate over the pools of water, but watch out for the snapping crocodiles and spitting frogs! Use the crocodiles as stepping stones when their mouths are closed.

Elephant Graveyard

Simba arrives at the Elephant Graveyard, full of elephant skulls and bones. Try to avoid the swooping vultures and deadly scorpions as hyenas pursue Simba at every turn. Use the crouch to help avoid being attacked by the vultures.



Stampede

Simba must run through a narrow canyon avoiding a herd of stampeding wildebeests! Move Simba left or right as necessary to avoid the crazed herd while jumping over logs and stones that lay in your path. Run, Simba, RUN!



Simba Finds Nala

Simba has now matured into an adult lion—complete with his father's mane and powerful roar. Tangle with hyenas and jackals as you try to find Nala.



Defeat Scar

Simba returns to the Pride Lands to find a barren rock, devoid of life—except for leacherous leopards and harassing hyenas. On top of that, lightning has sparked off a fire in the bushes and trees. Find and defeat Scar by knocking him off the plateau into the fire below. Reclaim your rightful place as KING OF THE PRIDE LANDS!



Save Kiara

Kiara is lost! Simba's daughter is alone in a swamp heavily populated with hungry crocodiles that are eager to taste a bit of the young lioness. Simba must rescue Kiara by traversing the hazard-filled marsh.



Plains Of Fire

Simba must navigate his way through fields set aflame by the Outland lions in order to once again save Kiara. Besides the fire itself, Simba will need to deal with vicious enemies along the way. Simba's agility will be put to the test as he tries to prevent his daughter from being burned alive!



The Outlands

Walking with the reformed lion Kovu, Simba is ambushed by a horde of hostile Outland lionesses, led by Zira. Simba must make his way out of the Outlands and back to Pride Rock to recover from his wounds. Help Simba escape!



Defeat Zira

The Outland lionesses are engaged in battle with the lionesses from the Pride Lands. Simba must defend against attacking Outland lionesses and defeat the evil Zira. Only then can he retain his rightful place as The Lion King.



Bonus Games



Bugs Caught

Bug Drop

Pumbaa and Timon LOVE to eat bugs. In this game, Timon runs back and forth on a log, throwing bugs he has found in the trees. The player must move Pumbaa left and right to catch as many bugs in his mouth as he can. The game ends when Pumbaa misses three bugs.



Worms Lost Worms Collected

Catch The Worms

Timon wants to collect worms to save for the winter. However, Pumbaa is hungry NOW. The player must use Timon to try to grab the worms

before they disappear back down their holes. Once Timon grabs one, he must throw it into his bucket. Unfortunately, Pumbaa, being a hungry pig, wants to eat the worms. Not only does Timon need to gather the worms, but he has to run back to the bucket to stop Pumbaa from eating all of his winter savings! Once a worm escapes, or Pumbaa eats a worm, a point is deducted. When ten points are deducted, the game is over.

Bug Tennis

Pumbaa is in a game of 'Bug Tennis' with Timon. The player must use Timon to hit the bug back to Pumbaa. The game is over when Timon misses three bugs.



Bug Hits

Beetle Hunt

Collecting bugs is hard work. The player must move Timon through the dense jungle in order to collect beetles for dinner. Grab as many yellow beetles as you can and get them to Pumbaa within the time limit. Beware—the red bugs are poisonous and collecting one of these will reduce the amount of time on your timer by twenty seconds.



Time Remaining Beetles Caught

Tag Game

This is a simple two-player game of tag between young Simba and Nala. The object of the game is to keep the star away from the other player. The first player to capture the star is the "runner." The other player, the "pursuer," must try to steal the star away from the runner. Each player has a two-minute timer. Whenever a player has the star, their timer is frozen, while the opposing player's timer counts down. The first person whose timer runs down to zero loses the game.

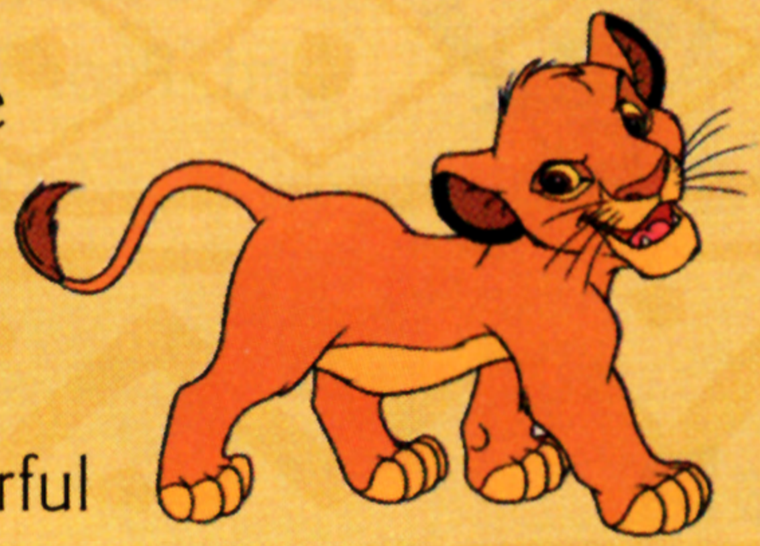


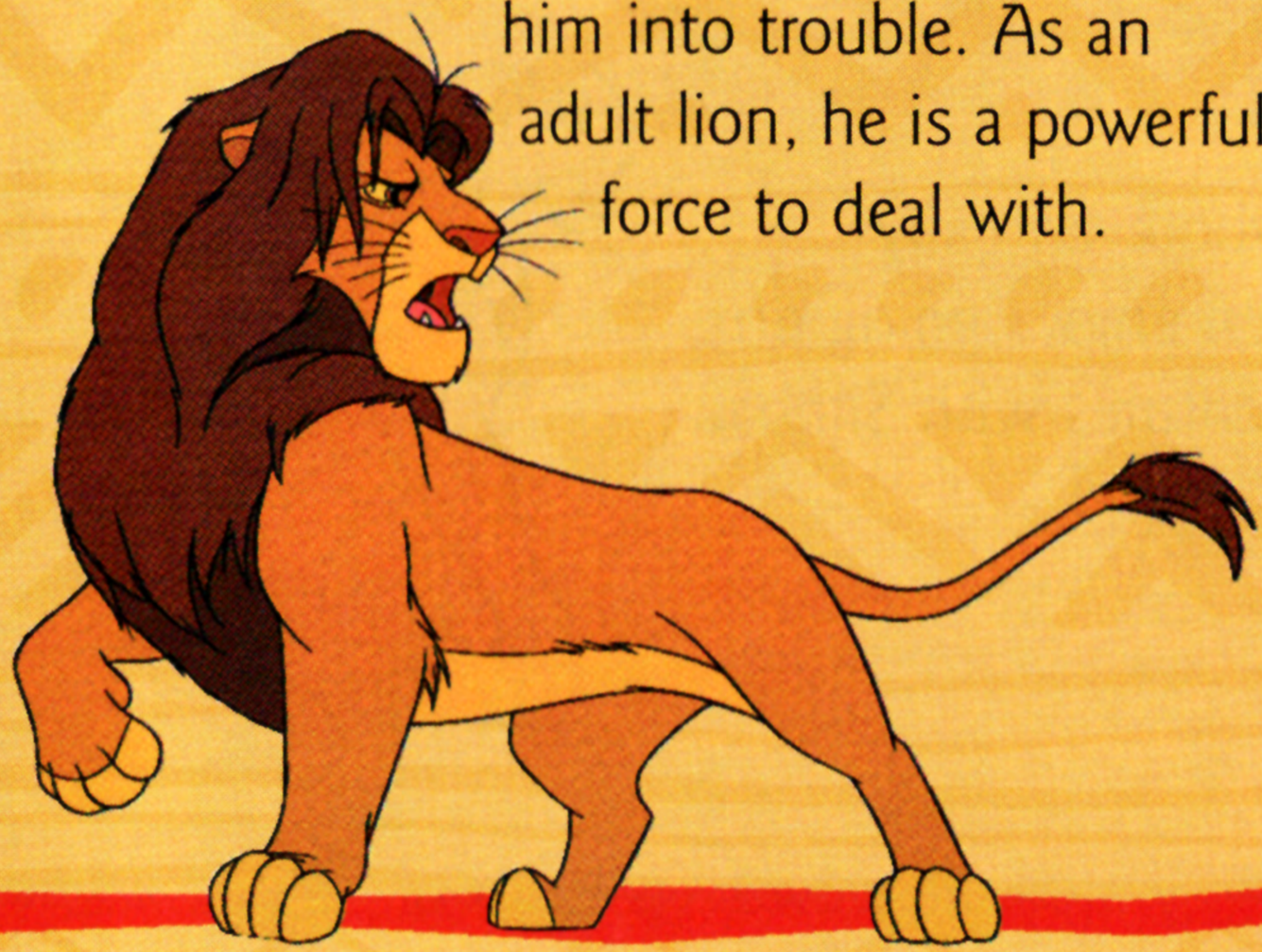
Please refer to page seven for more information on playing Tag.

Characters

Simba

Simba is the young lion son of Mufasa, the King of the Lions. Like any lion cub, he is playful and mischievous, which often gets him into trouble. As an adult lion, he is a powerful force to deal with.





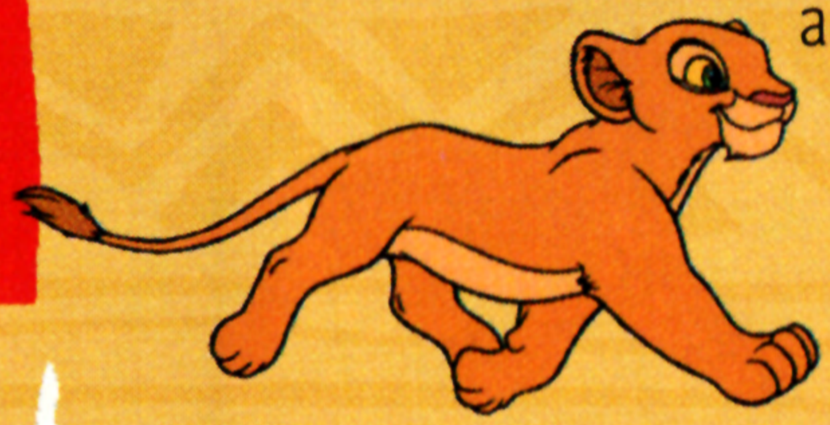


Zazu

Zazu is Mufasa's right hand man. Mufasa often has Simba practice his pounce on the defenseless bird. Poor Zazu...

Nala

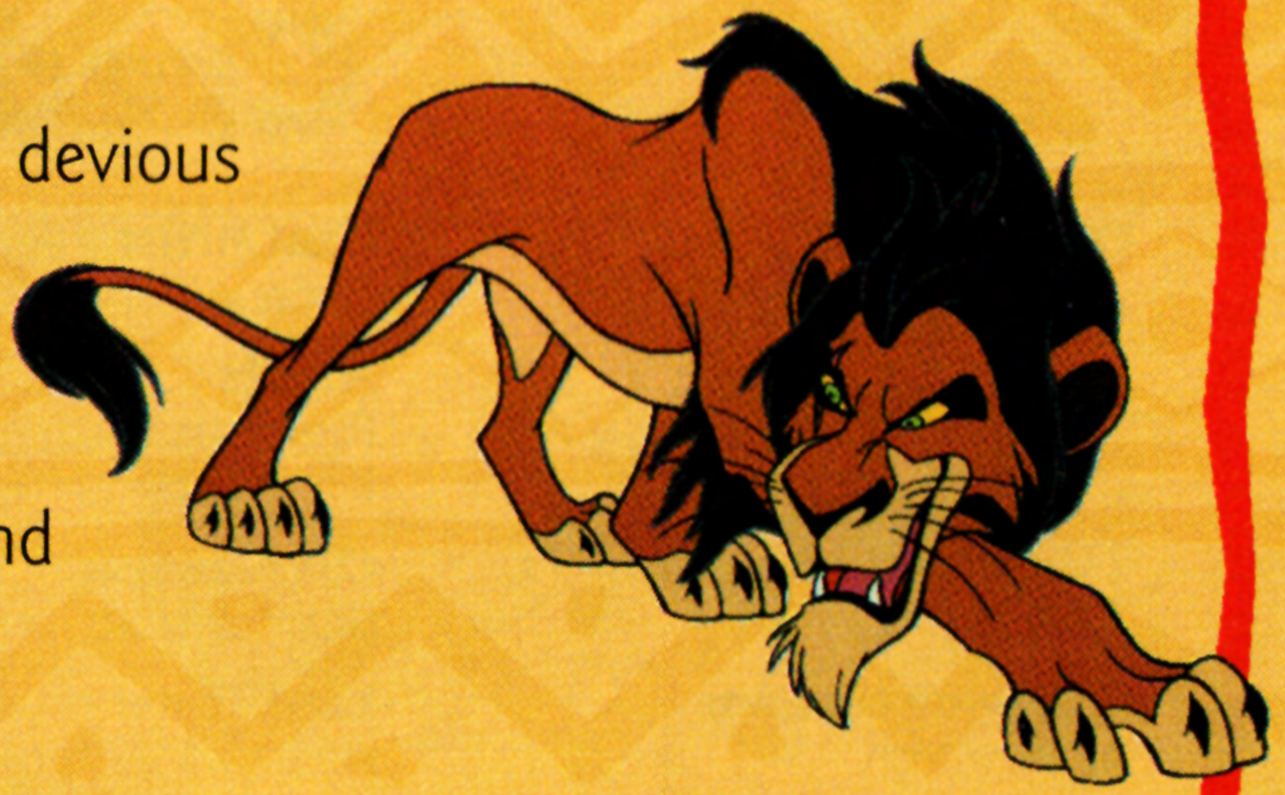
Simba's childhood friend who eventually becomes his mate. She often enjoys going on adventures with Simba.





Scar

Simba's uncle Scar is a selfish and devious old lion. Although he is the brother of Mufasa, he craves the power of the throne—so much so that he would betray Mufasa and Simba for his own desires.





Zira

Zira is the queen of the evil Outland lionesses. Because their land is so desolate and empty, the Outland lionesses want to invade and take over the Pride Lands.

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