

Nintendo

U/CGB-VM2E-USA

GAME BOY COLOR

Disney's
THE LITTLE
MERMAID II
PINBALL
FRENZY

INSTRUCTION BOOKLET

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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Thank you for selecting Disney's The Little Mermaid II: Pinball Frenzy Game Pak for your Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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This may be a long distance call, so please ask permission from whoever pays the phone bill.

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6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change)

MAIN MENU

Properly insert your Disney's *The Little Mermaid II: Pinball Frenzy* Game Pak into your Game Boy Color system, then turn the power ON.



The following selections will be available on the Main Menu. Press up and down on the + Control Pad to move Flounder (the cursor), then press START or the A Button to make your selection. If you make a mistake, press the B Button to return to the previous screen.



START: Play a game of pinball!

Press up and down on the + Control Pad to move Flounder to the number of players or number of pinballs. Then press left and right on the + Control Pad to change the setting. (You may play with 1, 2, 3 or 4 players and 3 or 5 pinballs.) When you are finished, press START or the A Button to continue.



On the next screen, press up and down on the + Control Pad to switch between players. (Only the number of players you indicated on the previous screen will be available here.) Press left and right on the + Control Pad to select the pinball speed for each player. Choose the snail to play with a slow-moving pinball or the dolphin to play with a fast-moving one. Once you are satisfied with the settings for each player, press START or the A Button to move on to the next screen.



Press left and right on the + Control Pad to choose to play on either Ariel's table or Melody's table. Finally, press START or the A Button to begin your game!



MINI-GAMES: *Play a pinball Mini-Game!*

Press up and down on the + Control Pad to move Flounder. Place Flounder on the picture in the middle of the screen, then press left and right on the + Control Pad to scroll through the Mini-Games. If a full-color picture appears, you can play that game. If a silhouette with a question mark in the middle appears, that game has not been unlocked yet. To unlock that game, you must first find it and play it on one of the regular pinball tables (see pgs. 18 and 30).

Once you have decided which game to play, move Flounder to the bottom of the screen. Then press left and right on the + Control Pad to choose to play with a slow pinball (the snail) or a fast one (the dolphin). When you are happy with your settings, press START or the A Button to begin your Mini-Game!

High scores

1. CHR	550,435,503
2. ELZ	155,241,552
3. GAG	139,755,534
4. MIS	77,042,209
5.	

HIGH SCORES: *View the high scores.*

There are six different high-score categories. Press left and right on the + Control Pad to move Flounder at the bottom of the screen, and press START or the A Button to change the various settings. For example, the screen on the left gives the five highest scores for games played on Ariel's table with three fast-moving pinballs. To see the highest scores for games played on Melody's table with three fast-moving pinballs, move Flounder to the picture of Ariel, then press START or the A Button. When you are finished, press the B Button to return to the Main Menu.

Options

Main music		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Game music		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Rumble		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Reset data			
Language			
Credits			

OPTIONS: *Change the various game settings.*

Press up and down on the + Control Pad to switch between the various options.

Main Music:

Press left and right on the + Control Pad to turn the music played during regular pinball games on (✓) or off (X). This will not affect the music played during Mini-Games or Table Games.

Game Music:

Press left and right on the + Control Pad to turn the music played during Mini-Games and Table Games on (✓) or off (X). This will not affect the music played during regular pinball games.

Rumble:

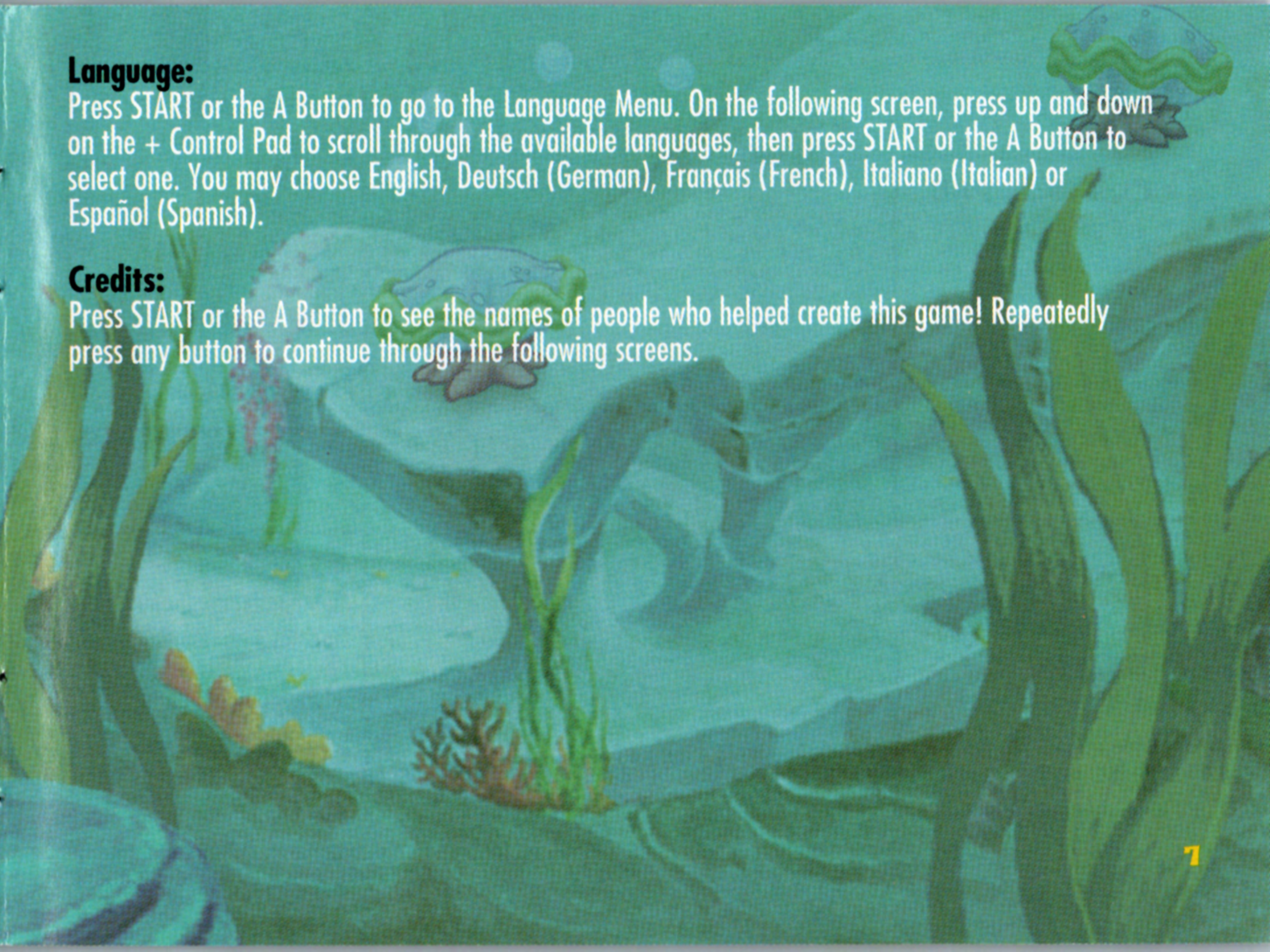
Press left and right on the + Control Pad to turn the built-in Rumble Feature on (✓) or off (X).

Get the sensation of a real pinball machine! When the Rumble Feature is turned on, your Game Pak will vibrate whenever a pinball is launched, hits a target or enters a scoop. (If your Game Pak does not vibrate when the Rumble Feature is turned on, check the battery. See pg. 49.)

You may also turn the Rumble Feature on or off when the game is paused. Press START during the game to pause, then press left and right on the + Control Pad to scroll to the Rumble Feature option. Next, press the A Button to turn it ON or OFF. To return to the game, press START or the B Button.

Reset Data:

Press START or the A Button to reset all of your game data. On the following screen, use the + Control Pad to select YES or NO, then press START or the A Button to confirm your decision. If you choose YES, all of your high scores will be deleted, all of the Options will return to their default settings, and any Mini-Games you have unlocked will be locked again. To return to the Options Menu without resetting your data, choose NO or press the B Button.

An underwater scene with a sandy bottom, green seaweed, and a purple crab-like creature. The scene is dimly lit, suggesting an underwater environment. The crab is positioned in the upper right quadrant of the page. The text is overlaid on the scene.

Language:

Press START or the A Button to go to the Language Menu. On the following screen, press up and down on the + Control Pad to scroll through the available languages, then press START or the A Button to select one. You may choose English, Deutsch (German), Français (French), Italiano (Italian) or Español (Spanish).

Credits:

Press START or the A Button to see the names of people who helped create this game! Repeatedly press any button to continue through the following screens.

CONTROLS

+ CONTROL PAD

- ← Operate left flipper(s); Rotate A-R-I-E-L, M-E-L-O-D-Y and A-W-A-R-D lights to the left
- ↕ Tilt table up
- Tilt table right
- ↘ Tilt table right

SELECT

Print high scores, characters or story screens (See pg. 43 for more information on printing.)



A BUTTON

Launch pinball; Operate right flipper(s); Rotate A-R-I-E-L, M-E-L-O-D-Y and A-W-A-R-D lights to the right

B BUTTON

Launch pinball; Tilt table left; Resume paused game

START

Pause and resume the game (To exit the game or turn the Rumble Feature ON or OFF while the game is paused, press left or right on the + Control Pad, then press the A Button.)

HOW TO PLAY PINBALL

YOUR OBJECTIVES:

When you play a game of pinball, your main goals are to...

- 1) Keep the pinball on the table as long as possible by preventing it from falling below the flippers at the bottom of the table.
- 2) Get the highest score possible by hitting targets with the pinball, shooting the pinball through a series of loops (known as a "combo"), and playing Table Games and Mini-Games. (See pg. 41 for more info on scoring.)



LAUNCHING THE PINBALL:

When the game starts, your first pinball will appear at the bottom of the Trident Plunger Lane, in the lower-right corner of the screen. Press the A or B Button to launch the pinball onto the table.



USING THE FLIPPERS:

Once the pinball is on the table, use the flippers to hit it. Press the A Button to move the flipper(s) on the right side of the table, and press left on the + Control Pad to move the flipper(s) on the left side of the table. In addition to using the flippers to keep the pinball on the table, you can manipulate the pinball with them to aim for targets and loops.





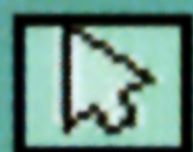
SKILL SHOT

When launching the pinball on Ariel's Table, you can score extra points for making a Skill Shot. Hit the pinball hard enough to get it all the way through the Right Loop. Then, just as the pinball comes out of that loop, hit it with the Inner Loop Flipper to send it through the Inner Loop.

TILTING THE TABLE:

You can also manipulate the pinball by tilting, or "bumping," the table. Press the B Button to tilt the table left. Press up on the + Control Pad to tilt the table up. Press right or down on the + Control Pad to tilt the table right.

Sometimes you can use the tilt to get a pinball back onto the table after it has fallen beneath the bottom flippers. If the pinball falls through one of the out lanes, wait until it gets directly beneath one of the two bottom flippers. Raise that flipper, then press up on the + Control Pad. You may just be able to bump the pinball back above the bottom flippers, keeping it in play!



WATCHING LANE ARROWS:



White and yellow arrows will often appear on the table. These lane arrows will show you where to shoot the pinball to play Table Games, to unlock Mini-Games, and for other things. White arrows direct you through loops—follow these arrows to complete Table Games and to complete combos for bonus points. Yellow arrows direct you into scoops—follow these arrows to complete Table Games, collect awards, get extra balls, or lock balls. The yellow arrows also direct you into scoops that will take you into Mini-Games.

PAUSING THE GAME:

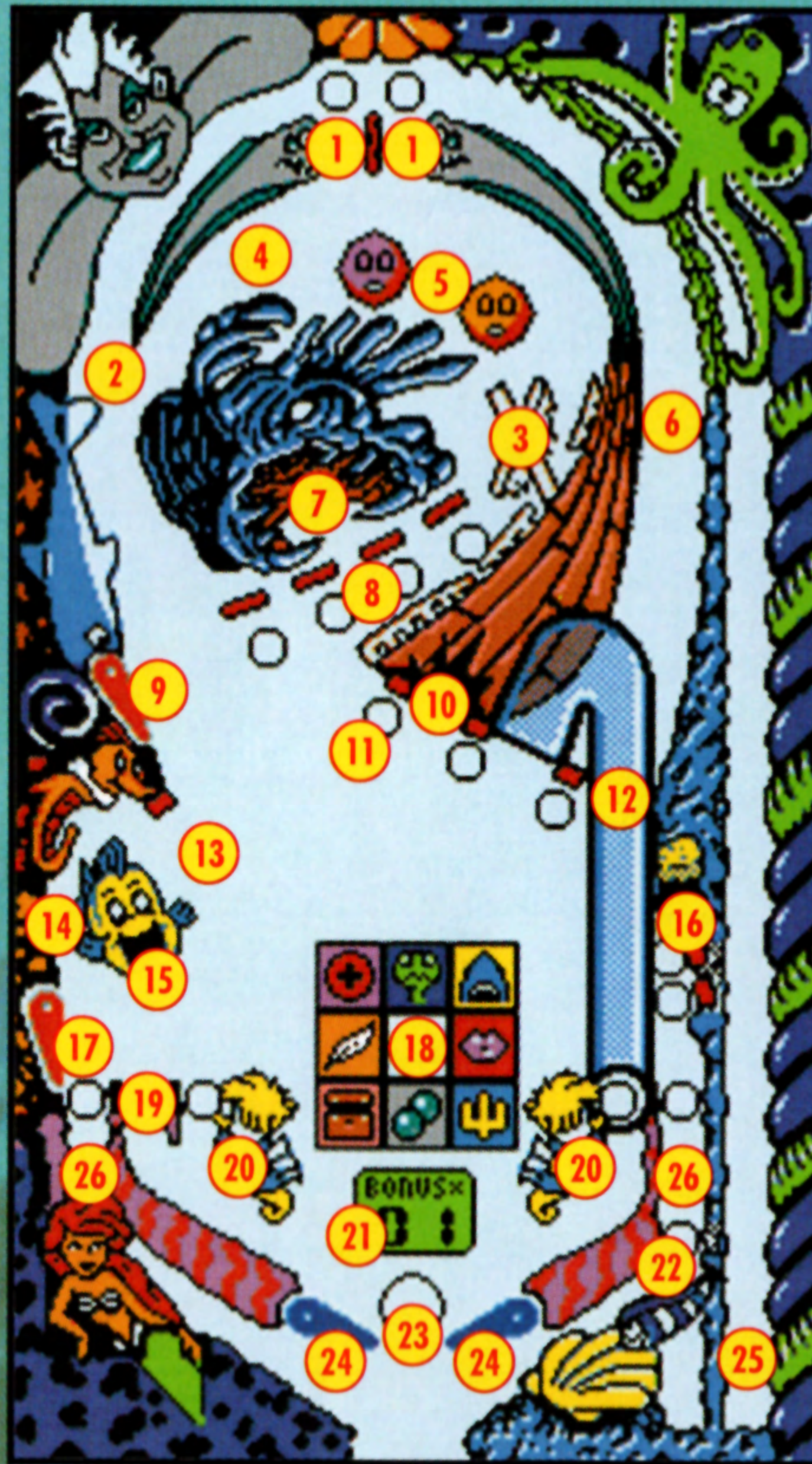
To pause the game at any time, simply press START. While the game is paused, you may turn the Rumble Feature ON or OFF or exit the game and return to the Main Menu. Press left and right on the + Control Pad while the game is paused to scroll through the options, then press the A Button to make your selection. To return to the game, press START.



HIGH SCORES:

If you have achieved a high score at the end of your game, you will be asked to enter your initials. Use the + Control Pad to move Flounder to the appropriate letter, then press the A Button to enter it. When you are finished, move the cursor to "Exit," then press the A Button. You can view the high scores by choosing High Scores on the Main Menu.

ARIEL'S TABLE



1. Bonus Multiplier Lanes
2. Left Loop
3. Inner Loop
4. Red Starfish Spinner
5. Blowfish Pop-Bumpers
6. Right Loop
7. Ursula's Cave
8. K-I-S-S Lights
9. Inner Loop Flipper
10. Shipwreck
11. A-R-I-E-L Lights
12. Ramp
13. S-E-A Lights
14. Small Loop
15. Flounder
16. Ariel's Grotto
17. Out Lane Flipper
18. Video Panel
19. A-W-A-R-D Lights
20. Seahorse Pop-Bumpers
21. Bonus Multiplier Counter
22. Trident Kickback
23. Trident Ball Saver
24. Flippers
25. Trident Plunger Lane
26. Out Lanes

ARIEL'S TABLE GAMES

STARTING A TABLE GAME:

To start a Table Game on Ariel's Table, first light all of the A-R-I-E-L Lights. The letters that are lit will change each time you use a flipper. Using the right flipper will rotate the letters to the right, while using the left flippers will rotate the letters to the left.

CHANGING THE ICON:

The Table Game that will begin will be determined by the icon that is flashing on the Video Panel when you spell A-R-I-E-L. Each time you hit a Blowfish or Seahorse Pop-Bumper before you finish spelling A-R-I-E-L, the icon will change.

PLAYING A TABLE GAME:

As soon as you light the last A-R-I-E-L Light, a Table Game will begin. The game will be displayed in the Video Panel. Watch for the white and yellow arrows to indicate where you need to shoot the pinball. See below for instructions on each game.



Shark Attack

LOOK FOR: 

TO PLAY: Keep shooting the pinball through the Red Starfish Spinner until Flounder has escaped from the shark. The distance between Flounder and the shark will be shown on the Video Panel and at the bottom of the screen.

SCORING: Complete game: 50,000,000 points



Kiss the Girl

LOOK FOR: 

TO PLAY: Shoot the pinball around the Right Loop.

SCORING: Point value will appear in Video Panel.



Trident Kickback

LOOK FOR: 

TO PLAY: This award is automatic—you don't have to do anything else! The Trident Kickback will return pinballs that fall into the out lane for the rest of that turn.



Flotsam 'n' Jetsam

LOOK FOR: 

TO PLAY: Each time a pinball goes through the Ramp, one of the eels will be revealed in the Video Panel.

SCORING: 1st shot through Ramp: Jackpot*
2nd shot through Ramp: Double Jackpot (2x Jackpot)
3rd shot through Ramp: Triple Jackpot (3x Jackpot)
4th shot through Ramp: Super Jackpot (5x Jackpot)

*The Jackpot will start at 10,000,000 points. Each time the pinball passes through the Small Loop, the Jackpot will increase by 1,000,000 points. (The maximum Jackpot you can get is 50,000,000 points.)



Treasure Hunt

LOOK FOR: 

TO PLAY: Shoot the pinball through all five loops: Right Loop, Left Loop, Inner Loop, Small Loop and Ramp.

SCORING: Find a treasure: 10,000,000 points each
Complete game: 50,000,000 points



Find Scuttle

LOOK FOR: 

TO PLAY: Hit the Blowfish and Seahorse Pop-Bumpers to reveal pieces of Scuttle's face on the Video Panel.

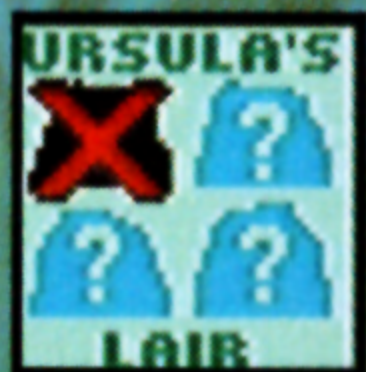
SCORING: Reveal a piece: 5,000,000 points each
Complete game: 50,000,000 points



Extra Ball

LOOK FOR: 

TO PLAY: Shoot the pinball into the Shipwreck.



Ursula's Lair

LOOK FOR: 

TO PLAY: Shoot the pinball into Flounder, Ariel's Grotto, and the Shipwreck. After you have hit the pinball into all of those scoops, shoot the pinball into Ursula's Cave. Look for

the yellow arrows that point to where you should go, and watch the Video Panel to see how many places you've found.

SCORING: Check a location: 10,000,000 points each
Complete game: 50,000,000 points

STORM MULTIBALL



Light all of the K-I-S-S Lights to light the Lock Ball icon above the Video Panel, then shoot the pinball into the Shipwreck. The Video Panel will show your pinball being locked away in a treasure chest. Once you've locked three pinballs, Storm Multiball will begin. The locked balls will be released, and you'll get to play with all three of them at once!

Once Storm Multiball begins, shoot the pinball through the Ramp three times to reveal pieces of the shipwreck on the Video Panel. Each pinball that goes through the Ramp will give you a Jackpot!

The Jackpot value will start at 10,000,000 points. For each full spin on the spinner, the Jackpot will increase by 1,000,000 points. The maximum Jackpot you can get is 100,000,000.

URSULA REVEALED



Once you have played all of the Mini-Games in a single game (you don't have to complete them), the Ursula Revealed Table Game will begin. Multiball will start, and you must shoot a pinball through the Ramp three times in order to reveal Ursula on the Video Panel.

SCORING: Shoot pinball through Ramp: Jackpot*

*The Jackpot will start at 20,000,000 points. Each time you hit a pop-bumper, the Jackpot will increase by 1,000,000 points. The maximum Jackpot you can get is 200,000,000.

ARIEL'S MINI-GAMES

After you complete a Table Game, a yellow arrow may light up on the table, pointing toward a scoop. If you shoot the pinball into that scoop, a short video will appear on the Video Panel, then a Mini-Game will begin.

Once you have started a Mini-Game—even if you do not finish it—you will be able to play it in the Mini-Games mode from then on (see pg. 4).



Poor Unfortunate Souls

Break Ursula's spell to set the merfolk free.

TO PLAY: Return the mermaids and mermen to their true forms by hitting them with the pinball. You must rescue all of them before you can save King Triton at the top.

SCORING: Hit a soul: 1,000,000 points each
Rescue a soul: 5,000,000 points each
Complete game: 100,000,000 points



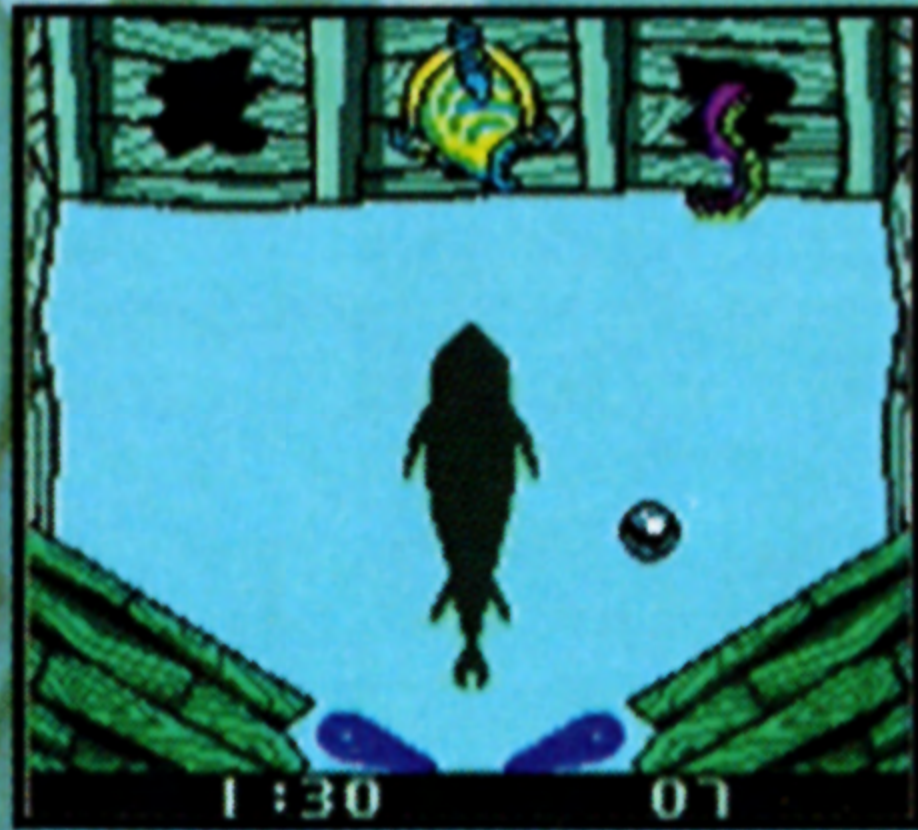
Scuttle's Treasures

Ariel just loves to collect human things! See how many you can get from Scuttle.

TO PLAY: Use the pinball to make Scuttle drop his treasures, then hit the treasures to collect them.

MULTIBALL: Hit Scuttle three times to make him turn red and fly faster. Then hit him one more time before he returns to normal to make him drop a second pinball.

SCORING: Hit Scuttle: 1,000,000 points each
Collect a treasure: 5,000,000 points each
Complete game: 100,000,000 points



Shark Chase

The shark is closing in, and Flounder's stuck in the porthole! Help push him through before he becomes sushi!

TO PLAY: Bump Flounder nine times with the pinball to help push him through the porthole to safety.

MULTIBALL: There's another creature inside the ship. Hit its eye through the hole on the left, then hit its tentacle through the hole on the right to make it drop a second pinball.

SCORING: Hit Flounder: 5,000,000 points each
Complete game: 100,000,000 points



Sunken Treasure

Can you get past the shark that's guarding the treasure?

TO PLAY: Hit the treasure chests repeatedly to open them up and get the lost treasure.

SCORING: Hit a chest: 1,000,000 points each
Open a chest: 10,000,000 points each
Complete game: 100,000,000 points



Abandon Ship

Rescue Eric and the sailors from the burning ship!

TO PLAY: Use the pinball to save the sailors. Eric will be the last sailor to save.

MULTIBALL: Some powder kegs contain a second pinball.

SCORING: Rescue a sailor: 5,000,000 points each
Complete game: 100,000,000 points



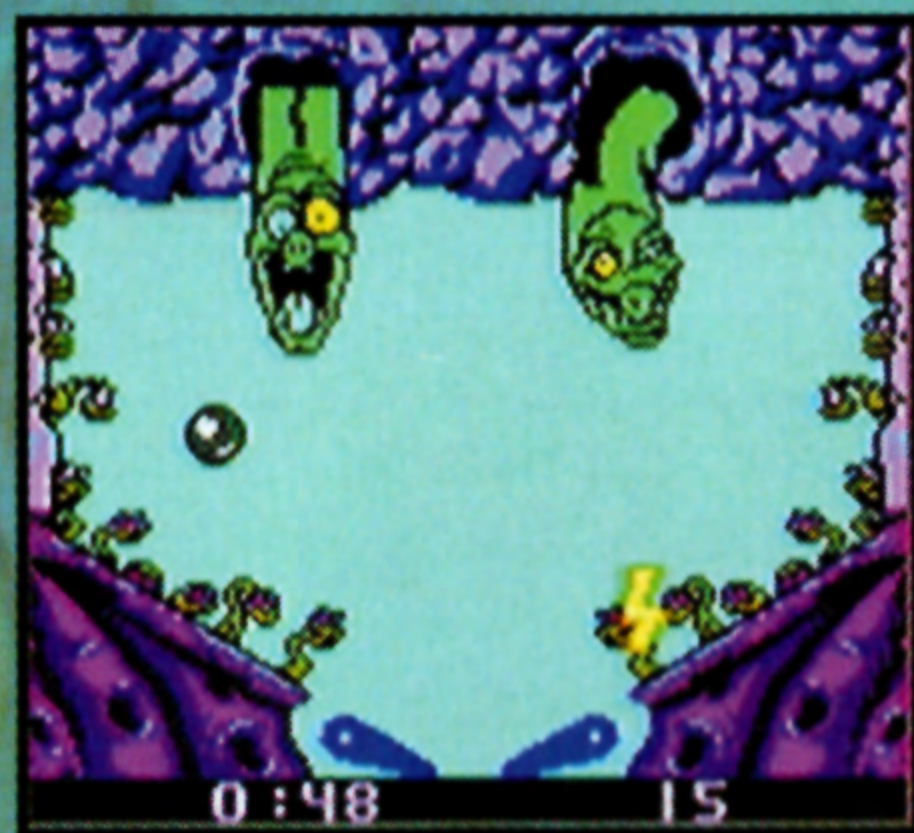
Kiss the Girl

Help Sebastian make the pond a romantic setting...

TO PLAY: Hit each fish three times to make fountains all around Eric and Ariel.

MULTIBALL: One of the fish will give you a second pinball if you hit it.

SCORING: Hit a fish: 1,000,000 points each
Activate fountain: 5,000,000 points each
Complete game: 100,000,000 points



Flotsam 'n' Jetsam

Force Ursula's slimy henchmen back into their caves.

TO PLAY: Drive the eels back into their caves by hitting them with the pinball. Be careful! Your pinball will bounce randomly off of their lightning bolts.

SCORING: Hit an eel: 1,000,000 points each
Complete game: 100,000,000 points



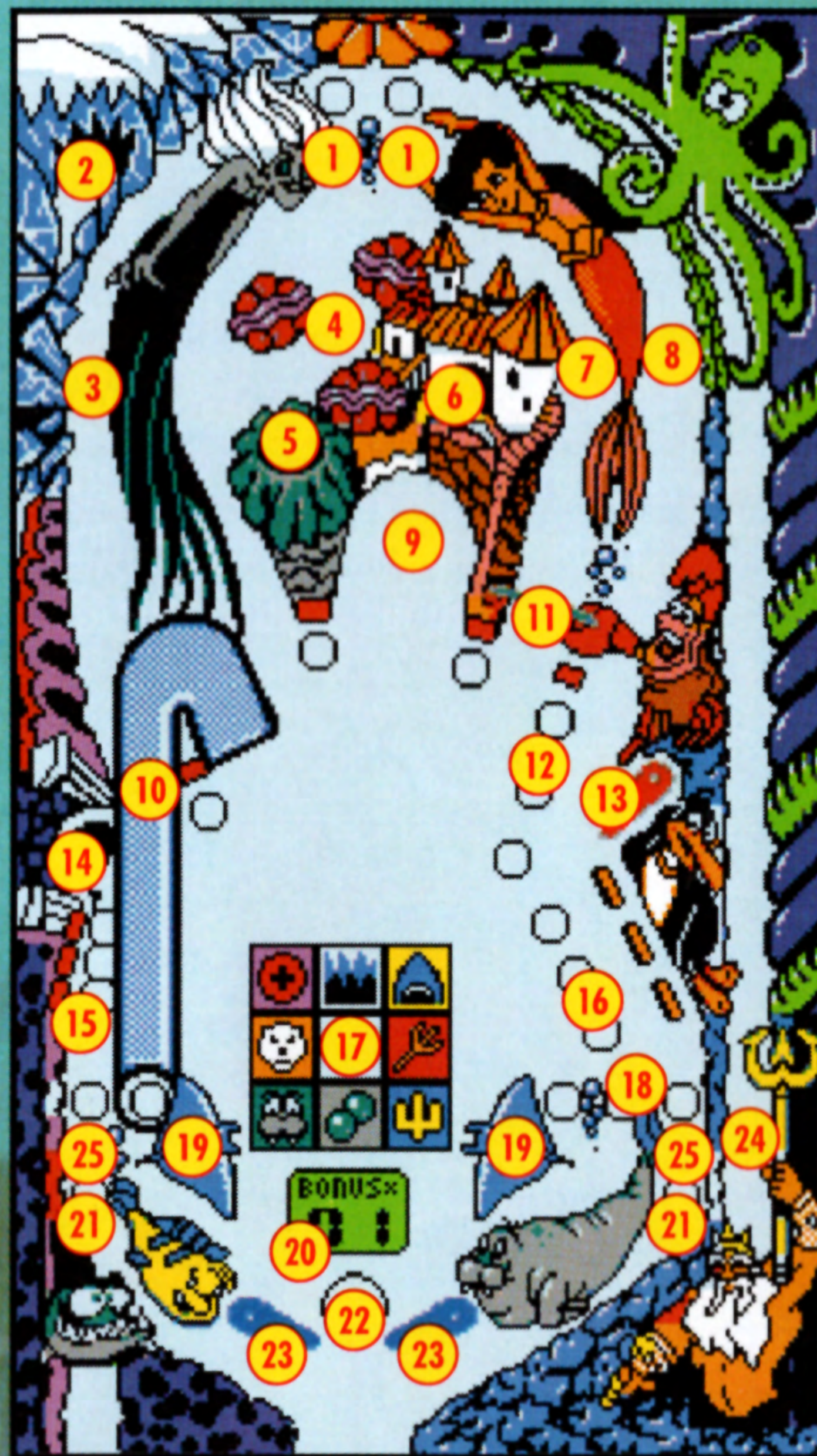
Ursula

Defeat Ursula and reclaim the Trident!

TO PLAY: Hit Ursula repeatedly until all of her tentacles are shriveled. Watch out for her Trident bolts—if the pinball hits one, who knows where it'll go.

SCORING: Hit Ursula: 5,000,000 points each
Crush a tentacle: 100,000,000 points each
Complete game: 1,000,000,000 points

MELODY'S TABLE



1. Bonus Multiplier Lanes
2. Ice Cave
3. Left Loop
4. Clam Pop-Bumpers
5. Volcano
6. Castle
7. Inner Loop
8. Right Loop
9. Small Loop
10. Ramp
11. Blue Starfish Spinner
12. S-E-A Lights
13. Inner Loop Flipper
14. Atlantica
15. M-E-L-O-D-Y Lights
16. T-I-P Lights
17. Video Panel
18. A-W-A-R-D Lights
19. Cloak 'n' Dagger Pop-Bumpers
20. Bonus Multiplier Counter
21. Trident Kickback
22. Trident Ball Saver
23. Flippers
24. Trident Plunger Lane
25. Out Lanes

MELODY'S TABLE GAMES

STARTING A TABLE GAME:

To start a Table Game on Melody's Table, first light all of the M-E-L-O-D-Y Lights. The letters that are lit will change each time you use a flipper. Using the right flippers will rotate the letters to the right, while using the left flipper will rotate the letters to the left.

CHANGING THE ICON:

The Table Game that will begin will be determined by the icon that is flashing on the Video Panel when you spell M-E-L-O-D-Y. Each time you hit a Clam or Cloak 'n' Dagger Pop-Bumper before you finish spelling M-E-L-O-D-Y, the icon will change.

PLAYING A TABLE GAME:

As soon as you light the last M-E-L-O-D-Y Light, a Table Game will begin. The game will be displayed in the Video Panel. Watch for the white and yellow arrows to indicate where you need to shoot the pinball. See below for instructions on each game.



Undertow Chase

LOOK FOR: 

TO PLAY: Keep shooting the pinball through the Blue Starfish Spinner until Dash has escaped from Undertow. The distance between Dash and Undertow will be shown on the Video Panel and at the bottom of the screen.

SCORING: Complete game: 50,000,000 points



Bear Attack

LOOK FOR: 

TO PLAY: Shoot the pinball around the Right Loop.

SCORING: Point value will appear in Video Panel.



Trident Kickback

LOOK FOR: 

TO PLAY: This award is automatic—you don't have to do anything else! The Trident Kickback will return pinballs that fall into the out lane for the rest of that turn.



Cloak 'n' Dagger

LOOK FOR: 

TO PLAY: Each time a pinball goes through the Ramp, one of the manta rays will be revealed in the Video Panel.

SCORING: 1st shot through Ramp: Jackpot*
2nd shot through Ramp: Double Jackpot (2x Jackpot)

3rd shot through Ramp: Triple Jackpot (3x Jackpot)
4th shot through Ramp: Super Jackpot (5x Jackpot)

*The Jackpot starts at 10,000,000 points. Each time the pinball passes through the Small Loop, the Jackpot will increase by 1,000,000 points. (The maximum Jackpot is 50,000,000 points.)



Trident Hunt

LOOK FOR: 

TO PLAY: Shoot the pinball through all five loops—Right Loop, Left Loop, Inner Loop, Small Loop and Ramp—to reveal pieces of the Trident.

SCORING: Reveal a piece: 10,000,000 points each
Complete game: 50,000,000 points



Find Dash

LOOK FOR: 

TO PLAY: Hit the Clam and Cloak 'n' Dagger Pop-Bumpers to reveal pieces of Dash's face on the Video Panel.

SCORING: Reveal a piece: 5,000,000 points each
Complete game: 50,000,000 points



Extra Ball

LOOK FOR: 

TO PLAY: Shoot the pinball into the Castle.



Iceberg Lair

LOOK FOR: 

TO PLAY: Shoot the pinball into the Castle, the Volcano, and Atlantica. After you have hit all of those targets, shoot the pinball into Morgana's Ice Cave. Look for the yellow arrows that point to where you should go, and watch the Video Panel to see how many places you've found.

SCORING: Check a location: 10,000,000 points each
Complete game: 50,000,000 points

VOLCANO MULTIBALL



Light all of the T-I-P Lights to light the Lock Ball icon above the Video Panel, then shoot the pinball into the Castle or the Volcano. The Video Panel will show your pinball being locked away in a treasure chest. Once you've locked three pinballs, Volcano Multiball will begin. The locked balls will be released, and you'll get to play with all three of them at once!

Once Volcano Multiball begins, shoot the pinball through the Ramp to reveal pieces of the volcano on the Video Panel. Once you've revealed the entire picture, a bonus Mini-Game arrow will light up.

The Jackpot value will start at 10,000,000 points. For each full spin on the spinner, the Jackpot will increase by 1,000,000 points. The maximum Jackpot you can get is 100,000,000.

MORGANA REVEALED



Once you have played all of the Mini-Games in a single game (you don't have to complete them), the Morgana Revealed Table Game will begin. Multiball will start, and you must shoot the pinballs through the Ramp several times in order to reveal Morgana on the Video Panel.

SCORING: Shoot pinball through Ramp: Jackpot*

*The Jackpot will start at 20,000,000 points. Each time you hit a pop-bumper, the Jackpot will increase by 1,000,000 points. The maximum Jackpot you can get is 200,000,000.

MELODY'S MINI-GAMES

After you complete a Table Game, a yellow arrow may light up on the table, pointing toward a scoop. If you shoot the pinball into that scoop, a short video will appear on the Video Panel, then a Mini-Game will begin.

Once you have started a Mini-Game—even if you do not finish it—you will be able to play it in the Mini-Games mode from then on (see pg. 4).



Volcano Island

Here's your chance to prove you're a hero...

TO PLAY: Save the villagers from the erupting volcano. Knock them off of the island with the pinball, then hit them one more time to rescue them.

MULTIBALL: Keep hitting the fireballs to get a second pinball.

SCORING: Rescue an islander: 5,000,000 points each
Complete game: 100,000,000 points



Trident Thief

Stealing the Trident is the only way Melody can remain a mermaid!

TO PLAY: Stun the guards by hitting each of them three times. A guard's color will change each time you hit it.

SCORING: Hit a guard: 1,000,000 points each
Stun a guard: 5,000,000 points each
Complete game: 100,000,000 points



Tip Away at the Ice

Tip's been frozen solid by the evil Morgana!

TO PLAY: Chip away at the ice with the pinball. You must break all of the surrounding blocks of ice before you can save Tip at the top.

SCORING: Chip the ice: 1,000,000 points each
Smash the ice: 5,000,000 points each
Complete game: 100,000,000 points



Penguin Rescue

Prove that you're a true hero by freeing the baby penguins!

TO PLAY: Break the ice at the top of the screen to rescue the penguins. You'll have to hit the ice as hard as you can to break it.

SCORING: Chip the ice: 1,000,000 points each
Rescue a penguin: 5,000,000 points each
Complete game: 100,000,000 points



Cloak 'n' Dagger

These two are always up to no good. Drive them back into their ice caves where they belong!

TO PLAY: Push the manta rays back into their ice caves by hitting them with the pinball. Your pinball will bounce off of their lightning bolts in random directions.

SCORING: Hit a manta ray: 1,000,000 points each
Complete game: 100,000,000 points



Drop That Fish

These "Adventurers/Explorers" can't go adventuring *or* exploring until Dash forgets about those fish!

TO PLAY: Knock the fish out of Dash's mouth when he pops his head out of the ice.

MULTIBALL: Sometimes Dash will have a pinball in his mouth instead of a fish. Knock it out to play with a second pinball.

SCORING:

Hit Dash:	1,000,000 points each
Make Dash drop fish:	5,000,000 points each
Complete game:	100,000,000 points



Ice Prison

Morgana has trapped Melody in the ice. Help her break free before she runs out of air!

TO PLAY: Free Melody by breaking the ice wall with the pinball.

SCORING:

Chip the ice:	5,000,000 points each
Complete game:	100,000,000 points



Morgana

Shrivel Morgana's tentacles and take back the Trident!

TO PLAY: Hit Morgana repeatedly with the pinball until all of her tentacles are shriveled. This may not be as easy as it sounds—Morgana has brought Cloak 'n' Dagger with her!

SCORING: Hit Morgana: 5,000,000 points each
Crush a tentacle: 100,000,000 points each
Complete game: 1,000,000,000 points

HAPPY EVER AFTER

After destroying Ursula or Morgana, you will have 15 seconds to lock the ball in the Shipwreck, Castle or Volcano to start the ultimate frenzy mode—3-ball Multiball with increased target scores!

All targets and scoops will be worth 5,000,000 points each. The Ramp and all loops will be worth 10,000,000 points each.

The Jackpot value will start at 20,000,000 points. Each time you hit a pop-bumper, the Jackpot will increase by 1,000,000 points. The maximum Jackpot you can get is 200,000,000.

For each combo you get during this time, your Jackpots will be multiplied by the amount of the combo score. For example, a Super Combo would be worth a Jackpot score times 50,000,000. Also, K-I-S-S and T-I-P targets will add to the Jackpot value.

LETTER TARGETS

There are several targets on each pinball table that will light up letters when they are hit. Each group of letters spells a word. Look below to see what you should do after you spell out each word...

A-R-I-E-L / M-E-L-O-D-Y: Begins a Table Game (see pgs. 13 and 25). If you spell A-R-I-E-L or M-E-L-O-D-Y during a Table Game, you will receive 5,000,000 bonus points! (Use the flippers to change the lighted letters—the right flippers rotate the letters to the right, while the left flippers rotate the letters to the left.)

S-E-A: Activates the Trident Kickback.

K-I-S-S: Lights the Lock Ball icon on the table. Shoot the pinball into the Shipwreck to lock the pinball. Lock the pinball three times to play the Storm Multiball Table Game (see pg. 17).

T-I-P: Lights the Lock Ball icon on the table. Shoot the pinball into the Castle or the Volcano to lock the pinball. Lock the pinball three times to play the Volcano Multiball Table Game (see pg. 29).

A-W-A-R-D: Lights the award scoop. Shoot the pinball into Ariel's Grotto or Atlantica for a bonus. (Use the flippers to change the lighted letters—the right flippers rotate the letters to the right, while the left flippers rotate the letters to the left.) Here are some of the A-W-A-R-D bonuses you can get...



SMALL POINTS: Gives you a small number of points, ranging from 100,000 to 1,000,000.



BIG POINTS: Gives you lots of points, ranging from 3,000,000 to 10,000,000.



SUPER-POPS: Makes Pop-Bumpers worth 1,000,000 points each for the rest of the turn.



MEGA-POPS: Makes Pop-Bumpers worth 3,000,000 points each for 60 seconds.



POPS HELD: Carries Super-Pops bonus over to the next turn if it has been awarded.



ADVANCE BONUS MULTIPLIER: Adds another Bonus Multiplier for your final ball score. The maximum Bonus Multiplier you can have is 25.



BONUS X HELD: Carries your final Bonus Multiplier for that turn over to the next turn.



30-SECOND BALL SAVER: Lights the Trident Ball Saver for 30 seconds.



60-SECOND BALL SAVER: Lights the Trident Ball Saver for 60 seconds.



SUPER KICKBACK: Lights the Trident Kickback for the rest of the turn.



LIGHT LOCK: Lights the Lock Ball icon, so you can shoot the pinball into the Shipwreck, Volcano, or the Castle to lock your ball.



EXTRA BALL: Gives you an extra turn.



PEARL BALL: Lets you play with a pearl pinball, which will score double the normal number of points for any target it hits.

INSTANT TABLE GAME: Starts a Table Game immediately without requiring you to light all of the A-R-I-E-L or M-E-L-O-D-Y Letters first.

INSTANT MINI-GAME: Takes you straight into a Mini-Game without requiring you to complete a Table Game first.

If you light all of the A-W-A-R-D lights when an award is already lit, you will receive 5,000,000 bonus points!

COMBOS

Shoot the pinball through several loops, one right after the other and in the correct order, to score big! Remember that the pinball must go all the way through a loop for it to count.

Combos are a great way to rack up points quickly! Your score for larger combos will be added to the points you just scored for the previous smaller combos. For example, if you get a Triple Combo, you got a Double Combo before it and a Combo before that. You'll get points for all three, for a total of 40,000,000 points! (See the next page for complete scoring information.)

Combo:	Right Loop and Inner Loop
Double Combo:	Right Loop, Inner Loop and Ramp
Triple Combo:	Right Loop, Inner Loop, Ramp and Left Loop
Super Combo:	Right Loop, Inner Loop, Ramp, Left Loop and Small Loop
Reverse Combo:	Left Loop and Small Loop
Double Reverse Combo:	Left Loop, Small Loop and Right Loop
Triple Reverse Combo:	Left Loop, Small Loop, Right Loop and Ramp
Super Reverse Combo:	Left Loop, Small Loop, Right Loop, Ramp and Inner Loop
Secret Combo:	Left Loop and Inner Loop

SCORING

You will score points for every target you hit on a table, including Letter Targets, Pop-Bumpers and scoops. At the end of your turn, these points will be added together, along with any points you have received for combos. This subtotal will then be multiplied by your Bonus Multiplier (see pg. 44). Finally, any points you have earned in Mini-Games will be added to that amount to form your final score for the turn. (See pgs. 18 and 30 for information on scoring in Mini-Games.)

Letter Targets	Light A-R-I-E-L Letters	5,000 points each
	Light M-E-L-O-D-Y Letters	5,000 points each
	Light S-E-A Letters	5,000 points each
	Light K-I-S-S Letters	10,000 points each
	Light T-I-P Letters	10,000 points each
Roll-Over Lights	Light A-W-A-R-D Letters	20,000 points each
Pop-Bumpers	Seahorses	3,333 points each
	Cloak 'n' Dagger	3,333 points each
	Blowfish	3,333 points each
	Clams	3,333 points each
Scoops	Ursula's Cave	1,111 points
	Shipwreck	1,111 points
	Flounder	1,111 points
	Ariel's Grotto	1,111 points
	Ice Cave	1,111 points

	Volcano	1,111 points
	Castle	1,111 points
	Atlantica	1,111 points
Spinners	Red Starfish	10,000 points per spin
	Blue Starfish	10,000 points per spin
Ramps	Either Table	50,000 points
Loops	Right Loop	30,000 points
	Left Loop	30,000 points
	Inner Loop	30,000 points
	Small Loop	30,000 points
Combos*	Combo	5,000,000 points
	Double Combo	10,000,000 points
	Triple Combo	25,000,000 points
	Super Combo	50,000,000 points
	Reverse Combo	5,000,000 points
	Double Reverse Combo	10,000,000 points
	Triple Reverse Combo	25,000,000 points
	Super Reverse Combo	50,000,000 points
	Secret Combo	10,000,000 points
Skill Shot	Ariel's Table Only	5,000,000 points per Inner Loop

*See pg. 40 for details on how to get combos.

PRINTING

You can use the Game Boy® Printer (sold separately) to print out your high scores and your favorite characters from Disney's *The Little Mermaid* and *The Little Mermaid II: Return to the Sea*!



Connect your Game Boy Printer to your Game Boy Color system. Then, whenever a printer icon like the one on the left appears, press SELECT to print out that screen.



Select High Scores on the Main Menu, then press SELECT to print out your high scores!



Select Mini-Games on the Main Menu. Press left and right on the + Control Pad to scroll through the available Mini-Games. Press SELECT to print out the picture on the screen!

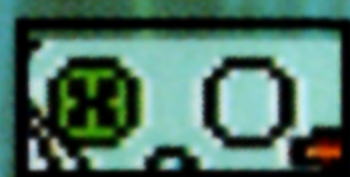


Select Mini-Games on the Main Menu. After you finish playing a Mini-Game, a Results Screen will appear. Press SELECT to print out the picture on that screen!

PINBALL GLOSSARY



BALL SAVER: A light that, when lit, causes the pinball to shoot back onto the table from the Trident Plunger Lane after the pinball falls below the flippers at the bottom of the screen. The Ball Saver will be lit for 20 seconds after a pinball is launched.



BONUS MULTIPLIER: A number that your score will be multiplied by for the current turn. Each time you light the pair of roll-over Bonus Multiplier lights—a pair is located at the top of each table—your Bonus Multiplier will increase by one. You can also increase the Bonus Multiplier by shooting the pinball through the Ramp or Starfish Spinner multiple times.

The maximum Bonus Multiplier you can have is 25. Each time you light a pair of Bonus Multiplier targets after the counter has reached 25, you will score 5,000,000 points.

The total Bonus Multiplier will appear in the Bonus Multiplier Counter just below the Video Panel. At the end of each turn, the table score you earned on that turn will be multiplied by the Bonus Multiplier before it is added to your total score. The Bonus Multiplier will be reset to one at the end of each turn unless you receive a "Bonus X Held" award.

COMBO: A series of shots through the loops. See pg. 40 for information on how to create different types of combos.




EXTRA BALL: An award that gives you an extra turn. To receive an extra pinball, the Extra Ball light must be lit. There are several ways to activate the Extra Ball light: spell A-R-I-E-L or M-E-L-O-D-Y when the pink ball with a plus sign in it is flashing on the Video Panel, receive it as an A-W-A-R-D, or shoot three loops in a row.

The same scoop (either the Shipwreck or the Castle) activates both extra balls and locked balls. Whenever the Extra Ball is lit, it will have priority over the Lock Ball. To lock the ball, you must shoot it into the scoop after all of the extra balls have been collected.

If you have lit multiple Extra Ball awards, hitting the pinball into the scoop will give you only one extra ball at a time. You must hit the pinball into the scoop once for each extra ball.




FLIPPER: Part of the table that you can move and use to hit the pinball. Press the A Button to move the flipper(s) on the right side of the screen. Press left on the + Control Pad to move the flipper(s) on the left side of the screen.

 **KICKBACK:** An award that shoots your pinball back onto the table when it falls into an out lane.

LANE ARROW: An arrow that shows you where to shoot the pinball to play Table Games, to unlock Mini-Games, to complete combos, and to get other bonuses.

 White arrows direct you through loops. Follow these arrows to complete Table Games and to complete combos for bonus points.

 Yellow arrows direct you into scoops. Follow these arrows to complete Table Games, collect awards, get extra balls, or lock balls. They also direct you into scoops that take you into Mini-Games.



LETTER TARGET: A spot on a pinball table that will light a letter when hit. Hitting these targets may give you points, award you bonuses, or start Table Games. Some lighted letters will move when the flippers are used (see pg. 13 or 25).



LOCK BALL: A bonus that "traps" your pinball. When you lock a pinball, it will disappear from play, and the Video Panel will show it get closed up in a treasure chest. A new pinball will appear in the Trident Plunger Lane—you must press the A or B Button to launch it.

Each time you lock a ball, the Trident Ball Saver and Trident Kickback will be activated. If you lock three balls, all three will be released at once for Multiball. (See Storm Multiball on pg. 17 or Volcano Multiball on pg. 29 for details on how to lock a pinball.)

LOOP: A track on a pinball table that allows the pinball to enter on one side and exit on the other. Loops that appear in this game are Right Loop, Left Loop, Inner Loop and Small Loop.



MINI-GAME: A bonus game played on a smaller version of a pinball table. When your pinball falls below the flippers at the bottom of the table, the Mini-Game will end, and you will return to the game on the main pinball table. Remember that once you have unlocked a Mini-Game, you can play it as many times as you want by selecting Mini-Games on the Main Menu.

MULTIBALL: A bonus mode in which three pinballs are in play at the same time. (Multiball in Table Games will give you only two balls. See pgs. 17 and 29 for information on how to start Multiball on Ariel's and Melody's Tables.) Each time you shoot a pinball through the Ramp during Multiball, you will receive a Jackpot, and part of the picture in the Video Panel will be revealed. After you get three Jackpots, shoot a pinball through the Inner Loop to receive a Super Jackpot.

If a pinball is hit into a scoop during Multiball, it will be locked temporarily. A non-flashing yellow arrow will indicate that a ball has been locked. Any locked balls will be released when you score a Jackpot.

POP-BUMPER: A target on a pinball table that rapidly bounces the pinball in a random direction when hit. The Pop-Bumpers in this game are Blowfish, Seahorses, Clams, and Cloak 'n' Dagger.

RAMP: A tilted track that lets the pinball run above the table briefly, then come back into play. During Multiball, shooting a pinball through the Ramp will help you reveal parts of the shipwreck or volcano on the Video Panel.

ROLL-OVER LIGHT: A light on a pinball table that is lit by rolling the pinball over it rather than hitting it with the pinball.

SCOOP: A hole in a pinball table that traps the pinball for a second, then shoots it back out. (The pinball will sometimes be shot out of a different scoop.) The scoops on Ariel's Table are Ursula's Cave, Flounder, Ariel's Grotto, and the Shipwreck. The scoops on Melody's Table are the Ice Cave, the Volcano, the Castle, and Atlantica.



SPINNER: A flat disk that lies slightly above a pinball table so that a pinball passing underneath it will hit it, causing the disk to spin.

TABLE GAME: A bonus game, played on one of the two main pinball tables, involving shooting the pinball into specific scoops, around certain loops, etc.

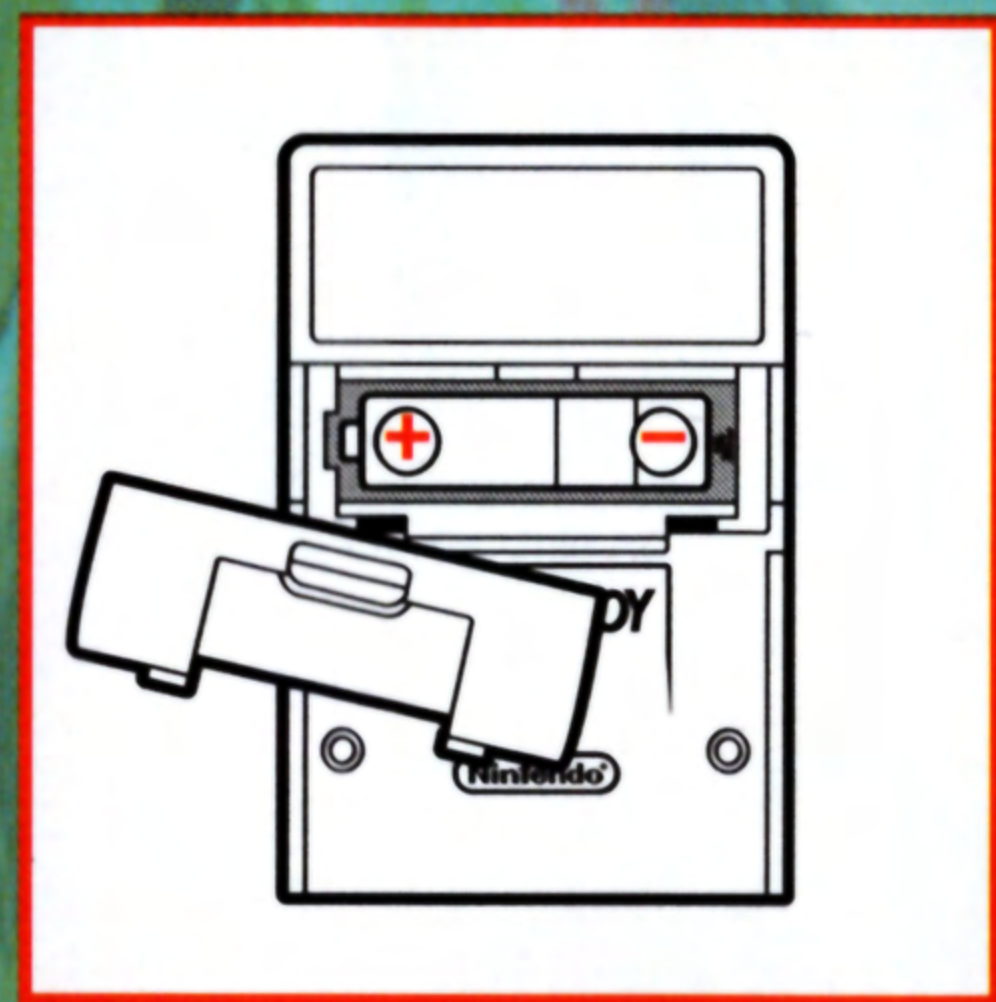
TILT: To "bump" the table, affecting how the pinball moves. Press the B Button to tilt the table left. Press up on the + Control Pad to tilt the table up. Press right or down on the + Control Pad to tilt the table right.

GAME BOY® RUMBLE FEATURE

This Game Pak has a built-in Rumble Feature that allows you to experience real-time feedback when used with the Game Boy Color system. Before using the Game Boy Rumble Feature, install the included battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy Color system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Be sure to remove the Game Pak from the Game Boy Color system when inserting or removing the battery.



1. Remove the battery cover and insert one AAA battery as shown. Be sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Pak into a Game Boy Color system, then turn the Game Boy Color system power on.

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REV. L

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