

Nintendo

GAME BOY COLOR

CGB-ATHE-USA

# Disney's TARZAN™



INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
COLOR

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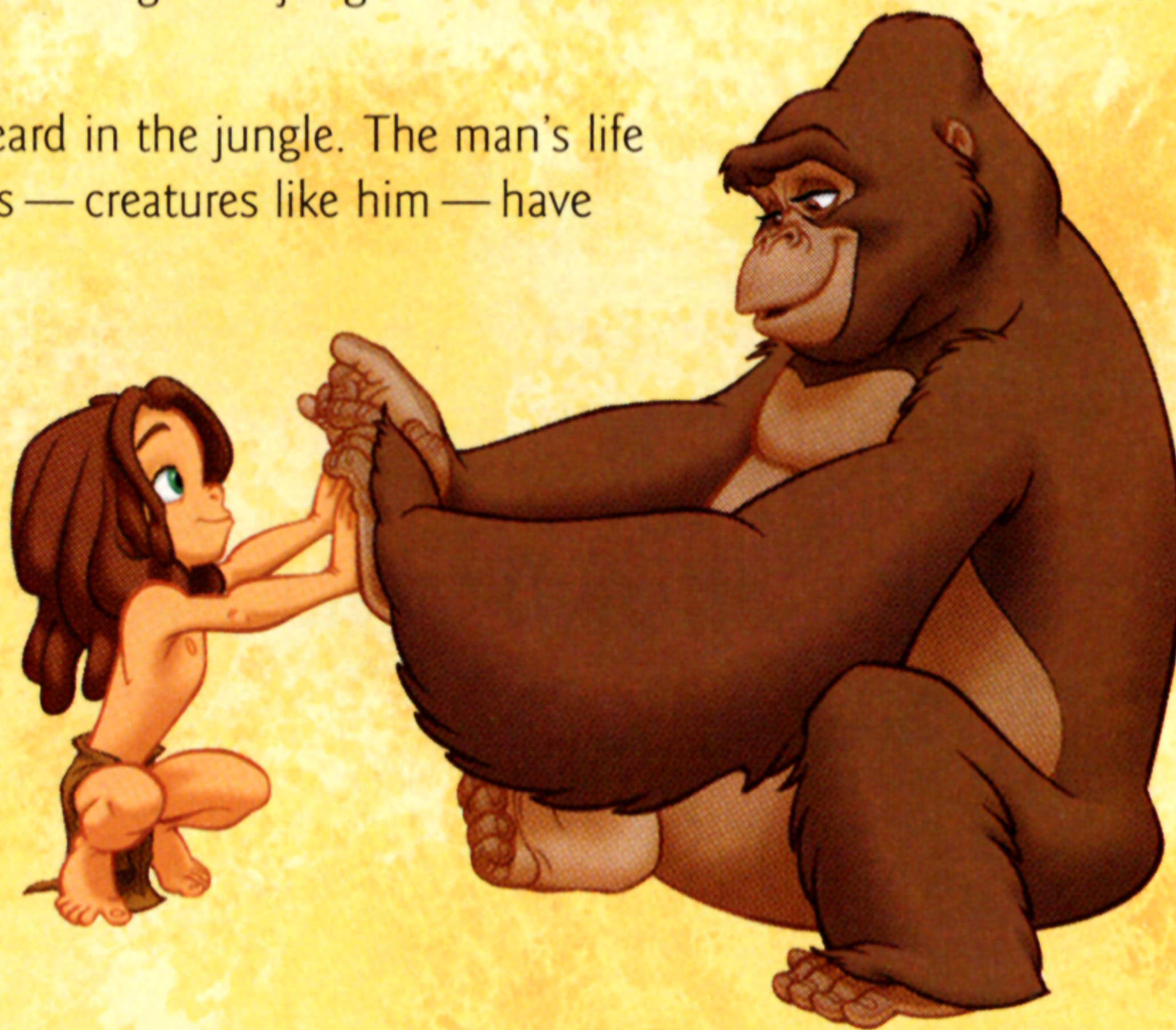
## INTRODUCTION

The story begins with a baby, alone and orphaned in a jungle far from any people who could possibly rescue him. Yet, his crying is heard by a female gorilla, Kala, who finds the baby in a tree house far above the jungle floor. Looking down on this tiny human, the kind ape quickly grows to love the little boy that so desperately needs her help. When, suddenly, Sabor, the vicious leopard that killed the child's parents, attacks the baby, Kala fights back, as if the child were her own.

Escaping from Sabor, and leaving the tree house behind, Kala takes the baby into the jungle to join her gorilla family. Kerchak, the ape groups' wise and cautious leader, fears the strange creature will bring harm to his family. He orders Kala to return the child to the tree house. Knowing that would mean certain death to the baby, Kala refuses, for already she feels he is a very special child. Reluctantly, Kerchak agrees to let the child stay.

Even though he looks very different from the other gorillas, the child quickly learns the ways of the jungle from his good buddy Terk, and all the other jungle animals. Over the years, he grows to be a man that loves his life among the gorilla family. The strengths and skills he has gained let him move through the jungle with ease. He is content and happy.

Until one day, gunshots are heard in the jungle. The man's life changes forever, because humans — creatures like him — have arrived. His name is Tarzan.<sup>™</sup>





## STARTING THE GAME

1. Make sure the POWER switch is Off.
2. Insert the Tarzan™ Game Pak into the Game Boy slot as described in your Nintendo Game Boy Color instruction manual.
3. Turn the POWER switch on.
4. When the Tarzan title screen appears, press Start to continue.

## MAIN MENU

**New Game:** Start a new game.

**Hide N' Seek:** Two player Hide N' Seek.

**Paint N' Print:** Create and print your own pictures on a Nintendo Game Boy Printer.

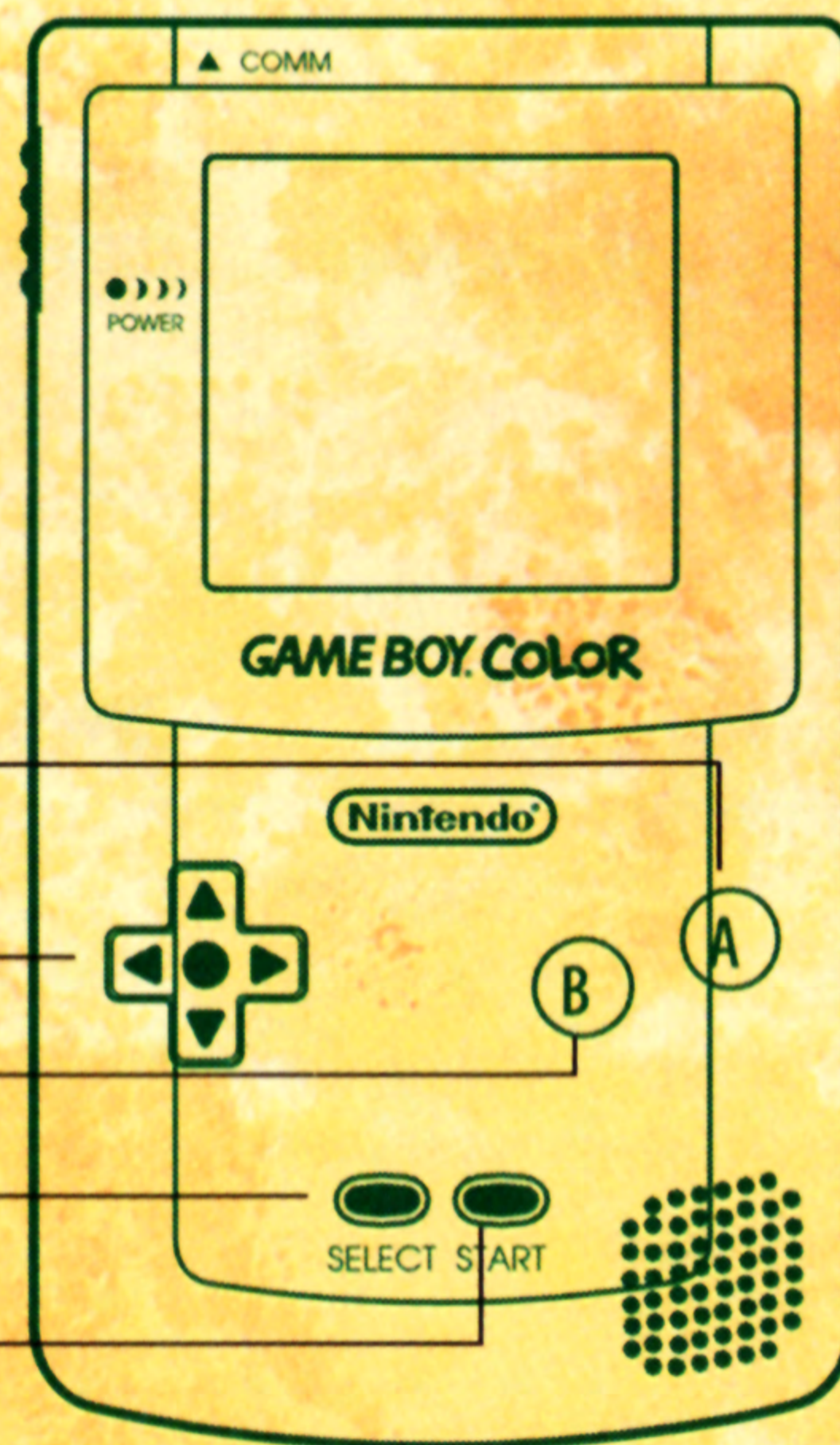


**Password:** Passwords can be used to skip to certain levels in the game. They are given to the player at different stages. When a Password is given, be sure to write it down.

Choose the Password option to enter a password. Move the Control Pad Up or Down to change the symbol and Left or Right to move the cursor to the next position. Press Start when you are done entering your password. If the password is valid, the game will begin. If you entered the password incorrectly, you will be returned to the Main Menu and will have to choose the Password option again in order to re-enter your password.

## CONTROLS

**A BUTTON**  
**CONTROL PAD**  
**B BUTTON**  
**SELECT**  
**START**



## SIDE-SCROLLING GAMEPLAY

- A Button** Jump. Jumping up under certain branches will allow you to hang underneath them.
- B Button** Run. Use in combination with the A button to make extra long “power” jumps while running on the ground or while swinging on a vine.
- Left/Right** Move left or right.
- Up** If you are climbing on a tree, it moves Tarzan up the tree. If you are jumping to a tree, pressing Up allows Tarzan to grab onto the tree to climb it. While standing on flat ground, it shifts the screen up.
- Down** If you are climbing on a tree, it moves Tarzan down the tree. While standing on flat ground, it shifts the screen down.



## SWIMMING

- A Button** Jump out of the water (when near the surface) by pressing the A button while holding Up on the Control Pad.
- B Button** Swim fast
- Left/Right** Swim left or right
- Up/Down** Swim up or down in the water



## ELEPHANT STAMPEDE GAMEPLAY

**A Button** Jump

**Left/Right** Move left or right

### PAUSING

To pause the game, press Start while the game is in progress. To resume play, press the Start button again.



### PICK-UPS



**Banana:** Collect the number of bananas shown at the beginning of the level in order to reveal where another character is hiding. When all of the bananas have been collected, find the other character to complete the level.



**Banana Bunch:** Each one of these counts for five bananas.



**Extra Life:** All playable characters start out with three health points, represented by the spears that appear in the lower left corner of the screen. Once the character loses all three health points, they lose a life (your current number is displayed next to the character head in the upper left corner of the screen). Each one of these pick-ups restores the player's health and gives them an extra life.



**Continue:** These pick-ups are hidden in secret areas of the jungle. If the player finds one and loses a life on the level, he will restart at the secret continue point instead of restarting at the beginning of the level.

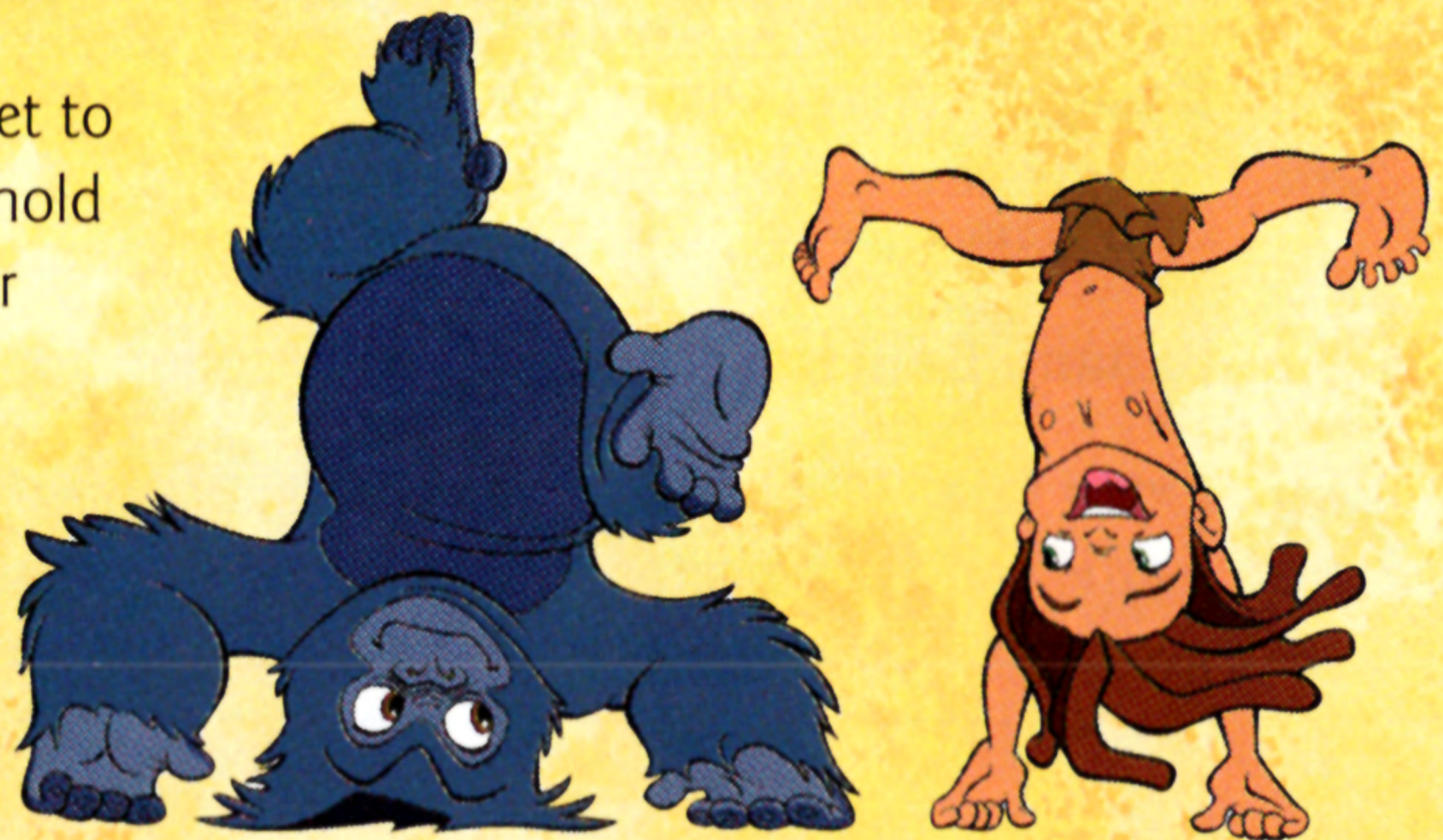


## LEVELS

**Level 1:** *Learning the Ropes* – Tarzan must learn the ways of the jungle by running, jumping, and swinging through the vines and trees. Watch out for those snakes!

**Level 2:** *I'll Be the Best Ape Ever!* – Learn the art of the power jump to get to hard-to-reach vines and ledges. Just hold down the B button as you make your jumps.

**Level 3:** *Monkeying Around* – Tarzan's ape friend Terk really loves to eat those bananas! Use gorilla skills to dodge wild boars and baboons while searching for food.



**Level 4:** *The Hairless Wonder* – Snakes are everywhere, so be careful out there. And if you take a swim, watch out for the puffer fish. When they puff up, avoid touching their sharp spines!

**Level 5:** *The Jungle is My Playground* – Tarzan knows that the hippos are his friends. Jump on their heads to catapult high in the sky.

**Level 6:** *So Small So Strong* - Crocodiles are mean... and they would love to take a bite out of Terk. Use power jumps to avoid these toothy critters.

**Level 7:** *Jungle Buddies* – Explore high in the tropical forest canopy, looking for bananas. You may even find Terk, if you're lucky.



**Level 8:** *Charge!* – There are boars galore here. Their tusks sure can pack a wallop!

**Level 9:** *I'm No Second Banana* – Bananas are everywhere and ripe for the picking. Swing and hop your way around the level in order to feast on the bounty.

**Level 10:** *Rustlin' Around* – Travel up through the tree-covered canopy. Just be prepared to jump over several baboons along the way!

**Level 11:** *Into Monkey Business* – Look before you leap! There are a lot of places where you have to jump down, so make sure to use Tarzan's "look down" before you jump right on top of an angry baboon!

**Level 12:** *Tarzan vs. Sabor* – The evil leopard is out on the prowl and is looking to make Tarzan and his family her next meal. Defeat Sabor to protect Tarzan's gorilla family from becoming lunch.

**Level 13:** *Jungle Legend* - As an adult, Tarzan moves differently than when he was younger. Learn how the Defender of the Jungle travels through his domain.



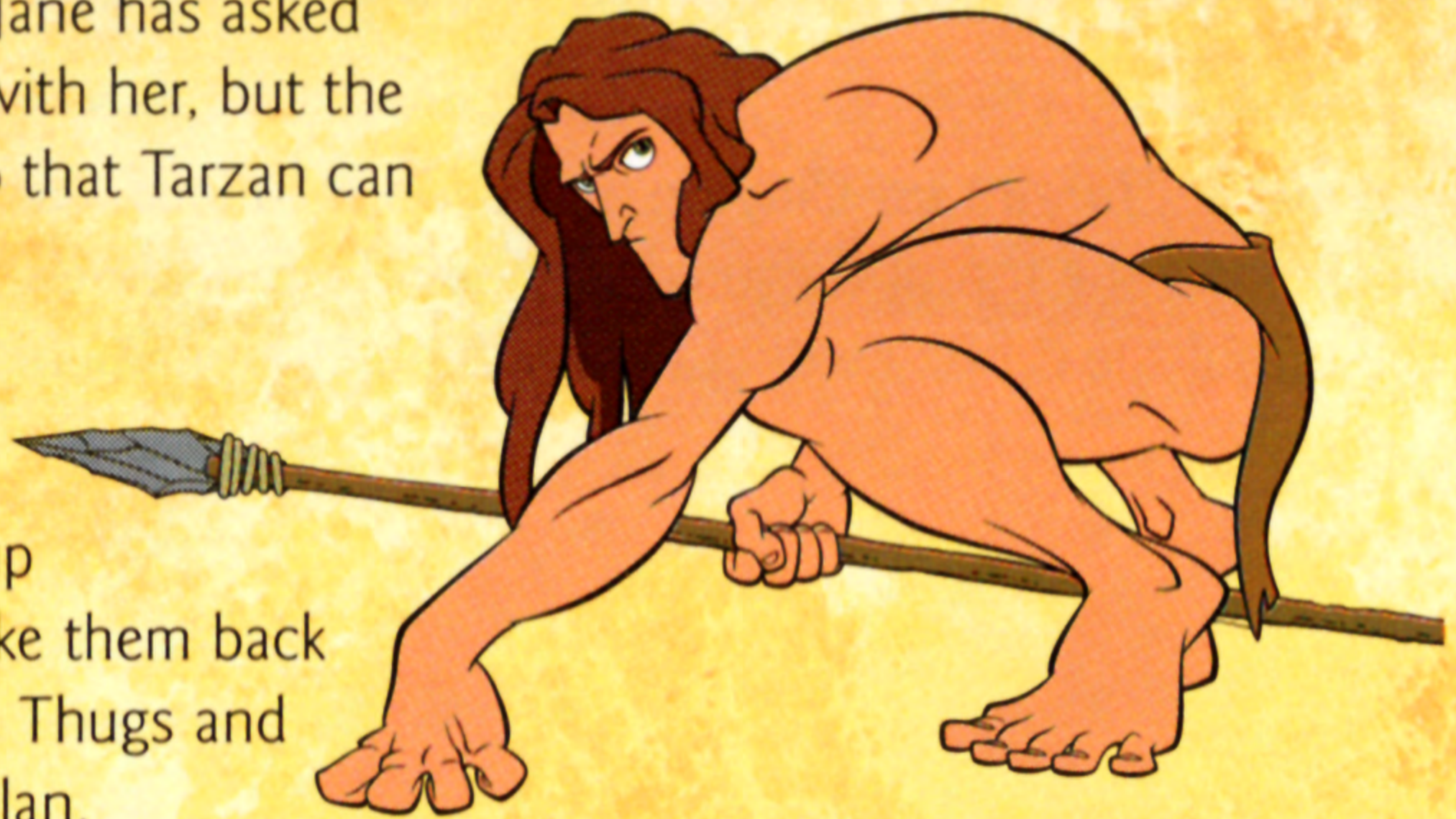
**Level 14:** *Tarzan Territory* - Those baboons are ruthless! Learn to outmaneuver these guys, or else Tarzan will be torn to shreds.

**Level 15:** *Life is an Adventure* – The baboons are mad that Jane took her sketch away from the baby baboon. Find Tarzan so he can save her from these savage beasts. Be sure to use your parasol to block attacking baboons.

**Level 16:** *Full Swing Ahead* – Jane wants to meet Tarzan to talk about his ape family. Look for the secret underwater passage to find her.

**Level 17:** *Go Out on a Limb* – Jane has asked Tarzan to come back to England with her, but the ship is leaving soon. Find Jane so that Tarzan can sail back with her to civilization.

**Level 18:** *Clayton's Betrayal* – Jane has brought Tarzan to the ship, but Clayton wants to cage up Tarzan and his gorilla family to take them back to England. Try to avoid Clayton's Thugs and find Jane to tell her of Clayton's plan.



**Level 19:** *This is Civilization?* – Tarzan has been captured by Clayton and locked in the hull of the ship. Jane must find Tarzan in order to help him get out of the ship's hull.

**Level 20:** *Trapped in the Hull* – Jane yells out that she found a way out of the hull of the ship. Find Jane so she can show Tarzan the way out.

**Level 21:** *Ship Escape* – Jane and Tarzan have become separated while trying to escape. Find Jane in order to finally get out of the hull of the ship.

**Level 22:** *Back to the Jungle* – Making it out of the hull was only half of the battle. Tarzan now must find Jane on the ship's deck so they can escape and return to the jungle.

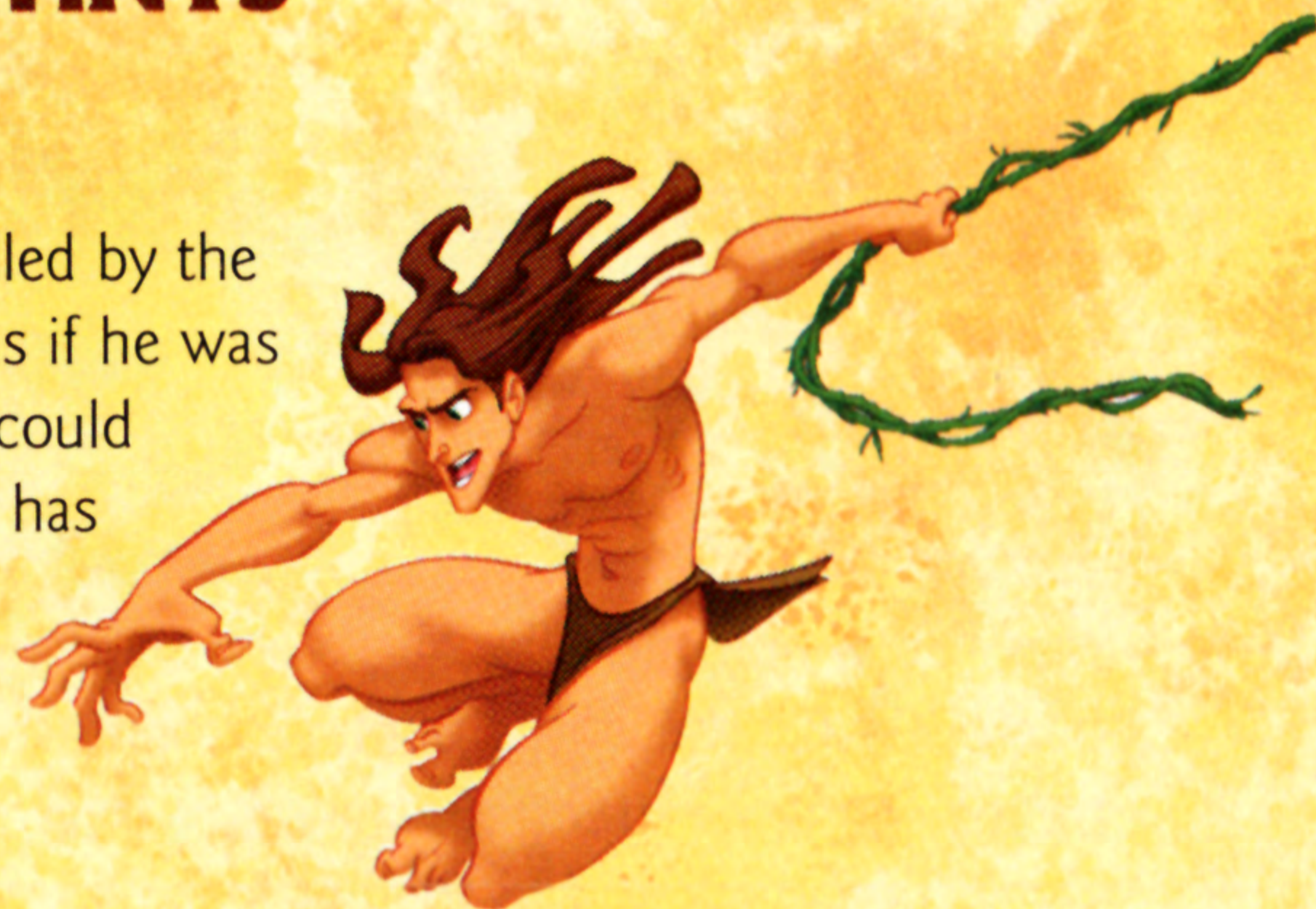
**Level 23:** *Tarzan vs. Clayton* – Clayton is furious. Avoid Clayton's shots, while trying to climb to the top of the jungle canopy. Tarzan can escape Clayton if he can make it to the top of the canopy without being hit by too many of the hunter's shotgun blasts.



## THE JUNGLE INHABITANTS

### TARZAN

A child raised by gorillas after his family was killed by the evil Sabor. The female gorilla Kala treated him as if he was her own child and brought him up as best she could in the ways of the jungle. As a boy, Tarzan still has many things to learn about the jungle. As a man, Tarzan has many things to learn about humans and in doing so, will find out more about himself.





## **SABOR**

The ferocious leopard that not only killed Tarzan's parents, but also Kala's own child. She is a vicious beast, with no compassion for anyone or anything. Tarzan will have to keep a watchful eye out for this cat if he wants to survive in his jungle home.

## **TERK**

Tarzan's best buddy. Often mischievous, she usually gets Tarzan into trouble, but is always there to help him out when he is in a bind. Although she loves to be the center of attention, she never forgets that she is Tarzan's friend to the end.



## JANE

Jane is the first human that Tarzan ever encounters in his jungle world. She not only awakens feelings of love in him but also brings him to question whether he really belongs in the jungle, with his gorilla family, or in the civilized world with others of his kind. Tarzan would do anything for Jane, and Jane would do anything for him.



## CLAYTON

Clayton is the jungle guide to Jane and her father. Always looking for a way to profit from a situation, Clayton decides to try to capture the group of gorillas that Jane and her father came to the jungle to observe. Unfortunately, Clayton did not realize how difficult it would be with Tarzan defending his gorilla family.





## HIDE N' SEEK

This is a game you play with a friend. The first player has 99 seconds to move his or her character somewhere on the level and “hide.” To hide, find a place on the map with an exclamation point and press Up on the Control Pad. Once the first player hides, the second player has 99 seconds to find the other player on the map. To search for a player, stand over an area with a question mark and press Up on the Control Pad to search for the player. If a player is hiding in that area, a point is awarded to the “seeker.” Once player 2 finds player 1, player 2 must go hide. Player 1 must then go find player 2. Once player 1 finds player 2, he or she is given a point. The player with the greatest number of “finds” wins the game. The game consists of five rounds.





## **PAINT N' PRINT**

This feature allows the user to create pictures on the Nintendo Game Boy Printer using characters from the animated feature film. (Be sure to connect the Printer to the Game Boy Color as described in your Nintendo Game Boy Printer instruction manual.)

Select a background by scrolling left or right on the Control Pad and pressing the A Button to select the desired scenery. Next, choose a group of images to create your picture with. After choosing a group of pictures, scroll through the available pictures by pressing left and right on the Control Pad. Select the picture you want to paste by pressing the A Button. The picture will then appear on top of your chosen background. Move the cursor to the desired position on the background and press the A Button to paste it. Press the B Button to move back to the picture



selection screens in order to choose more pictures to print to your background. When you are ready to print, press the Start Button. Select Print to print your picture on the printer or Exit Paint N' Print to return to the Start screen.

## **HINTS**

- If you have trouble jumping to a branch, try making a power jump by holding down the B button as you run up to make your jump.
- If you find it hard jumping to a far away vine, try holding down the B button while jumping to make an extra long power jump.



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