PlayStation

NTSC U/C

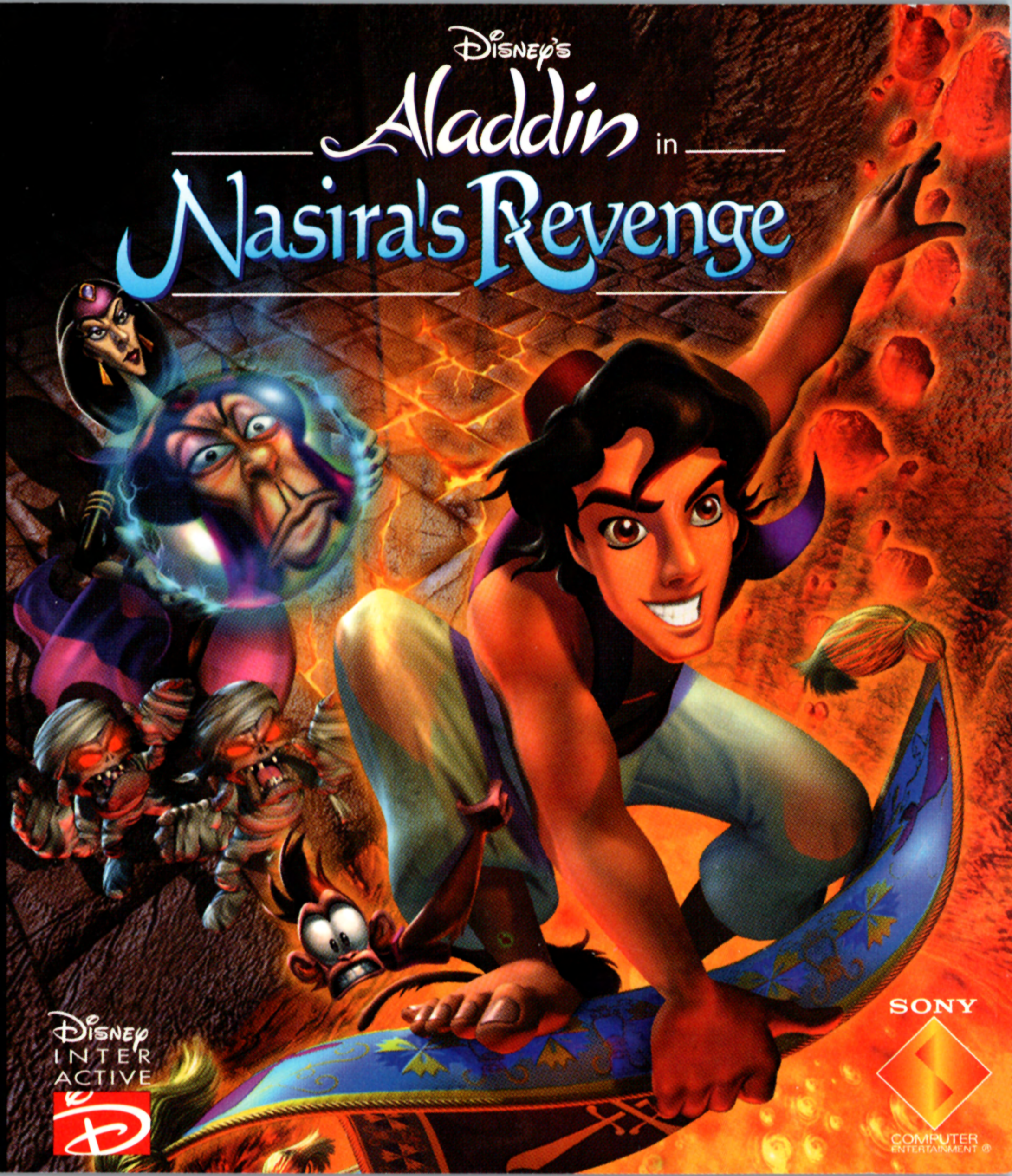
PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94569
94569

Disney's Aladdin in Nasira's Revenge



Disney Interactive

SONY COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

DISNEY'S ALADDIN IN NASIRA'S REVENGE TIPS AND HINTS

PLAYSTATION® HINT LINE

Hints for all games produced by SCEA are available:

- **Within the U.S.: 1-900-933-SONY (1-900-933-7669)**
  $0.95/min. auto hints; $1.40/min. live; $6.95 - $16.95 for tips by mail (when available); $5.00 - $20.00 for card recharge.
  For U.S. callers, game counselors are available 8AM-5PM PST, M-F. Automated support: 24 hours a day, 7 days a week.
- **Within Canada: 1-900-451-5757**
  $1.50/min. auto hints. In Canada, automated support is available 24 hours a day, 7 days a week.
  Live support for Canada is not available at this time.
  This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.
- **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)**
  Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available 7AM-6PM PST, M-F.
- **PlayStation ONLINE: http://www.scea.com**
  Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation® game console.

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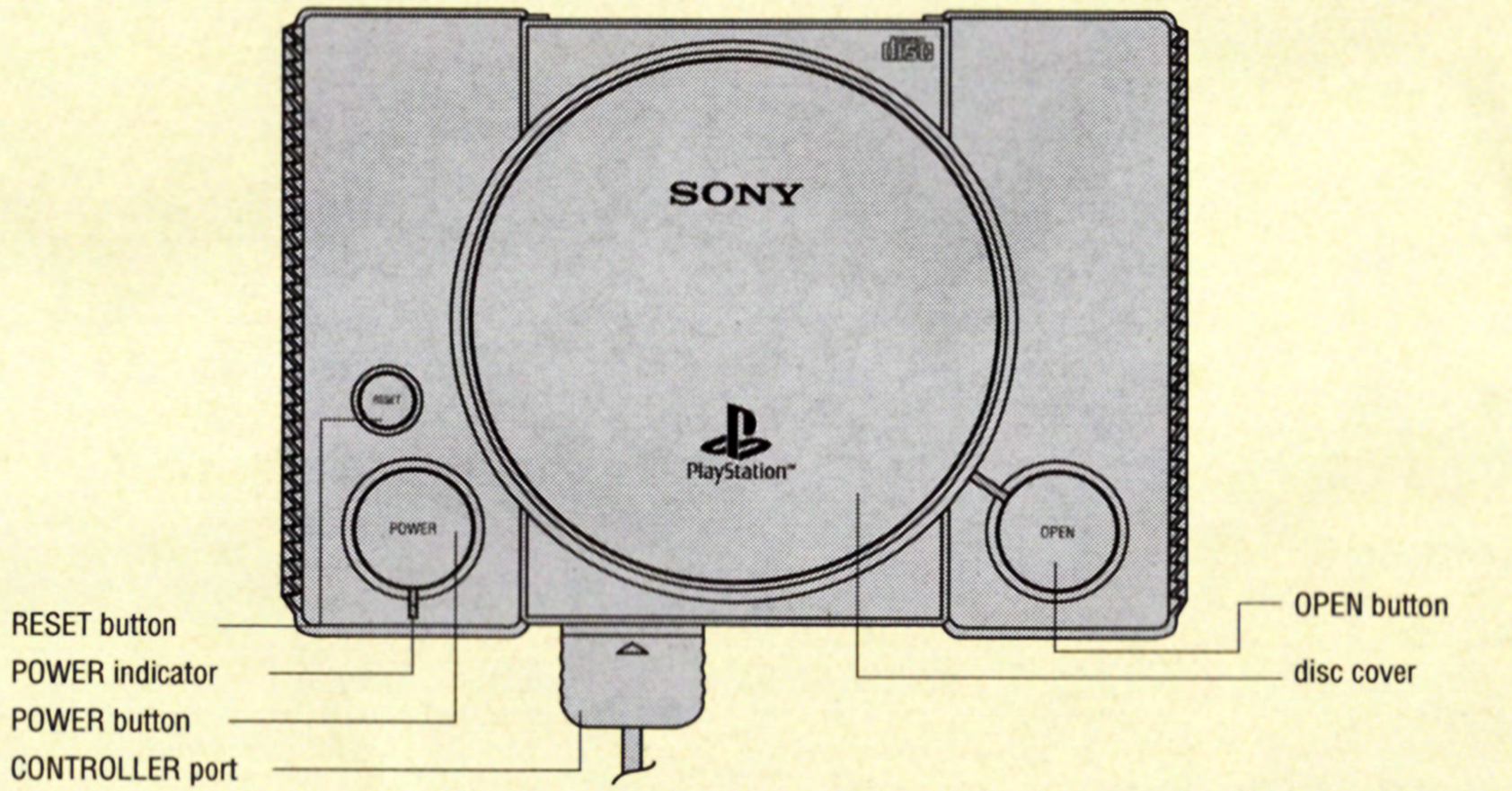
Saving and Loading Game Data . .20

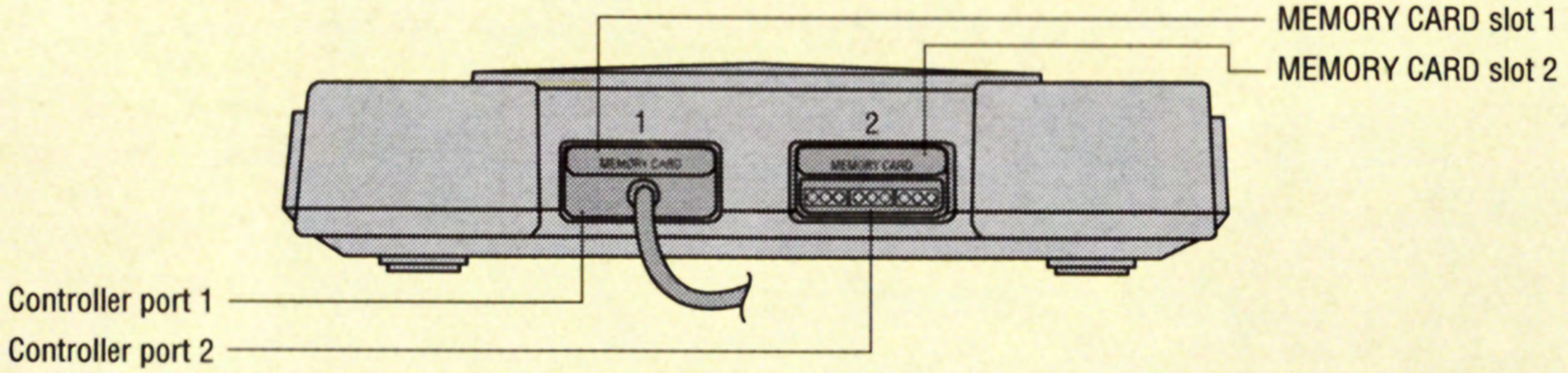
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SETTING UP YOUR CONSOLE

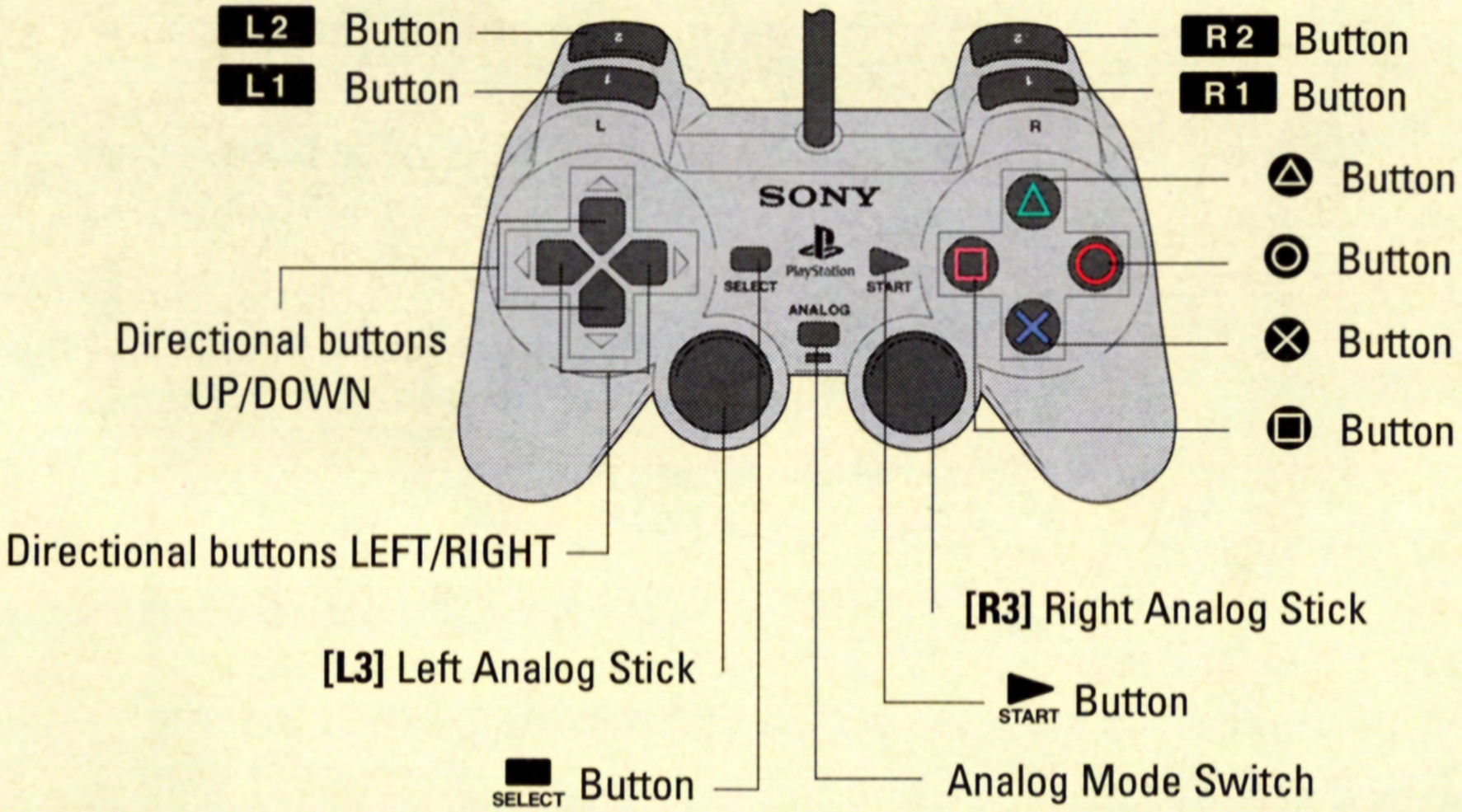
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Disney's Aladdin in Nasira's Revenge** disc and close the disc cover. Insert one game Controller and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.





MEMORY CARDS

To save game setting and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved **Disney's Aladdin in Nasira's Revenge** games. Saving MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 20.



Note: DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the Option mode >Vibration function. The Vibration function is not affected by the controller's analog mode switch.

CONTROLS

Start game	START button
Highlight menu items	Directional buttons or Left analog stick UP/DOWN
Select menu items	⊗ button
Draw sword	△ button
Slash with sword	□ button
Stomp	⊗ button + ○ button
Block	○ button
Duck	R1 button
Slide attack	Directional buttons or Left analog stick + ○ button
Sneaky stroll	○ button (hold) + Directional buttons or Left analog stick with sword put away
Jump	⊗ button
Throw objects	L1 button (hold), Aim with Directional buttons or Left analog stick + □ button to throw.
Climb	Directional buttons or Left analog stick UP/DOWN
Push	Directional button or Left analog stick UP (hold)
Activate Genie Information Point	□ button when standing next to lamp
Advance through dialog screens	⊗ button
Scan around/Aim	L1 button + Directional buttons or Left analog stick
Rotate camera	L2 or R2 button

Center camera behind Aladdin	L2 + R2 buttons
Display collected items	SELECT button

Abu's Special Moves

Roll attack	○ button
Wall jump	✕ button (twice)

Carpet Special Moves

Fly	Directional buttons or Left analog stick
Shoot fireballs	□ button
Quick turn left/right	L1 or R1 button (hold)
Slow down	L1 + R1 buttons (hold)
Invert controls	△ button

Skateboarding

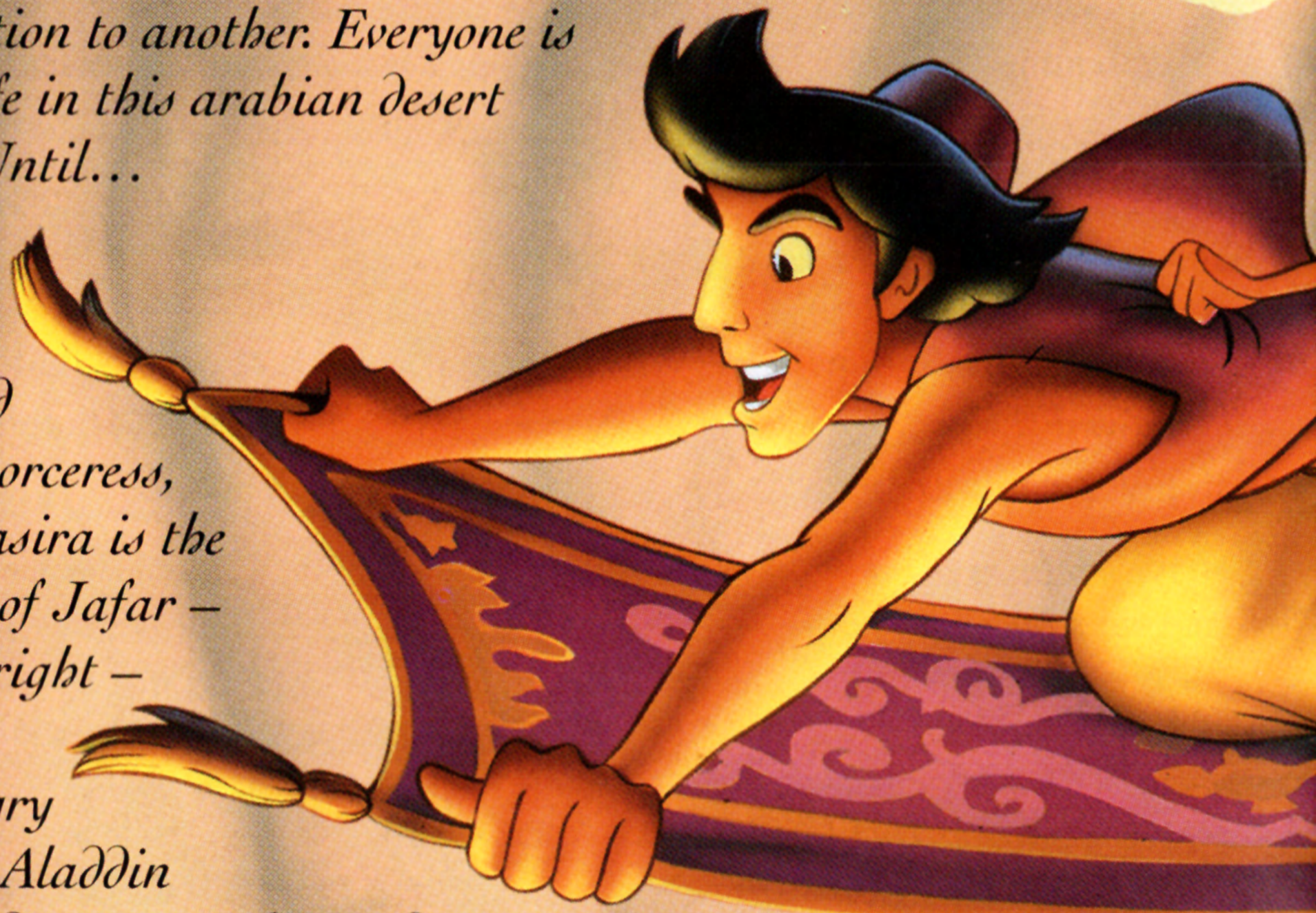
Speed up	□ button
Slow down	○ button
Jump	✕ button

Genieboarding

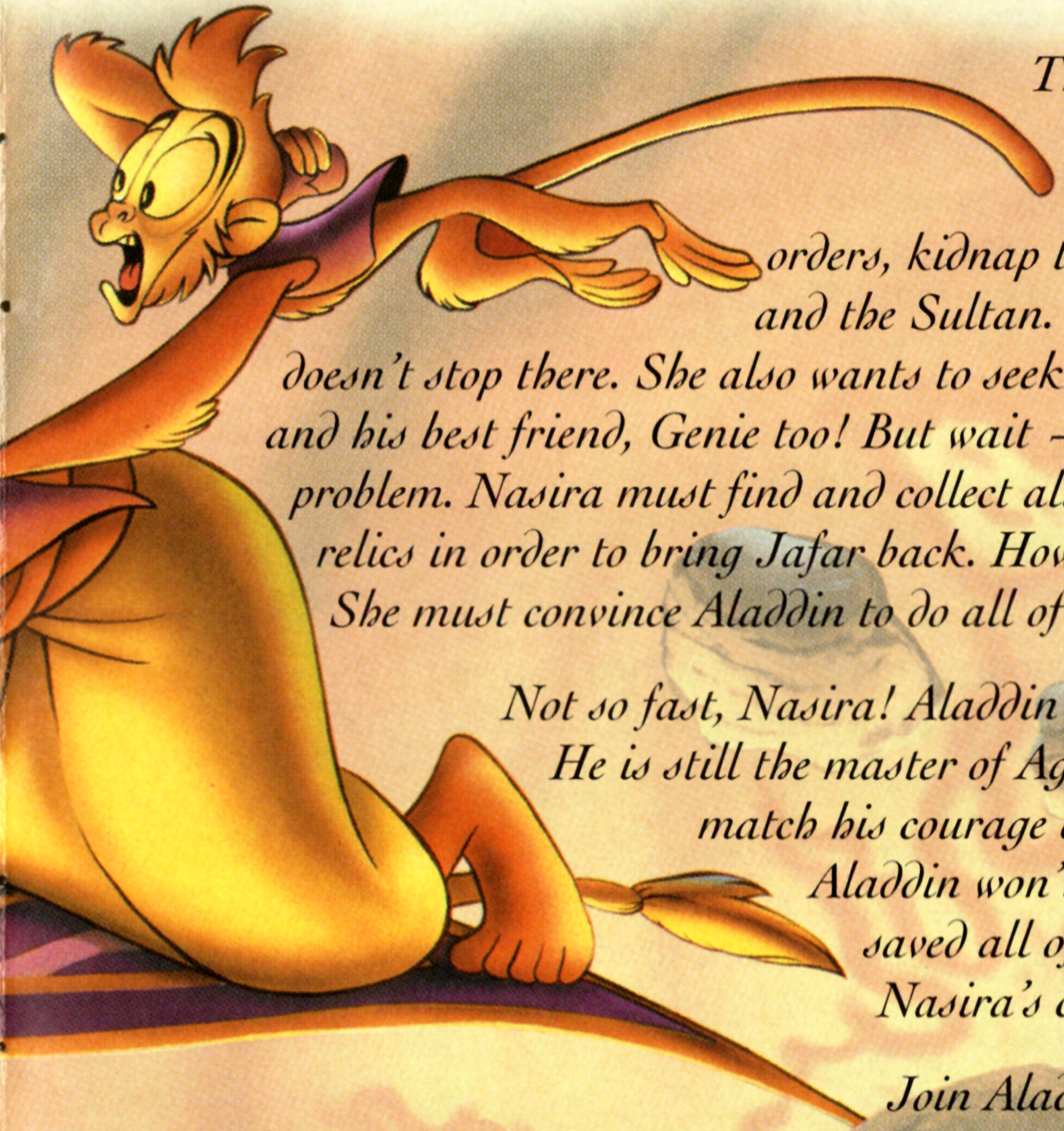
Slow down	Directional button or hold Left analog stick DOWN
Jump	✕ button
Speed up	Directional button or hold Left analog stick UP

THE MAGICAL STORY CONTINUES...

Imagine being whisked away to the mystical and beautiful desert kingdom of Agrabah. The peaceful harmony, the hustle and bustle of street merchants laughing as fairy tales and fables are told from one generation to another. Everyone is enjoying life in this arabian desert paradise. Until...



Lurking in the background is the evil sorceress, Nasira. Nasira is the twin sister of Jafar – yes, that's right – the same power hungry Jafar that Aladdin defeated and put away for good... or so we thought! Well, it seems as if Nasira has been waiting for just the right time to strike on Agrabah again. So she casts a powerful spell across the enchanted city.

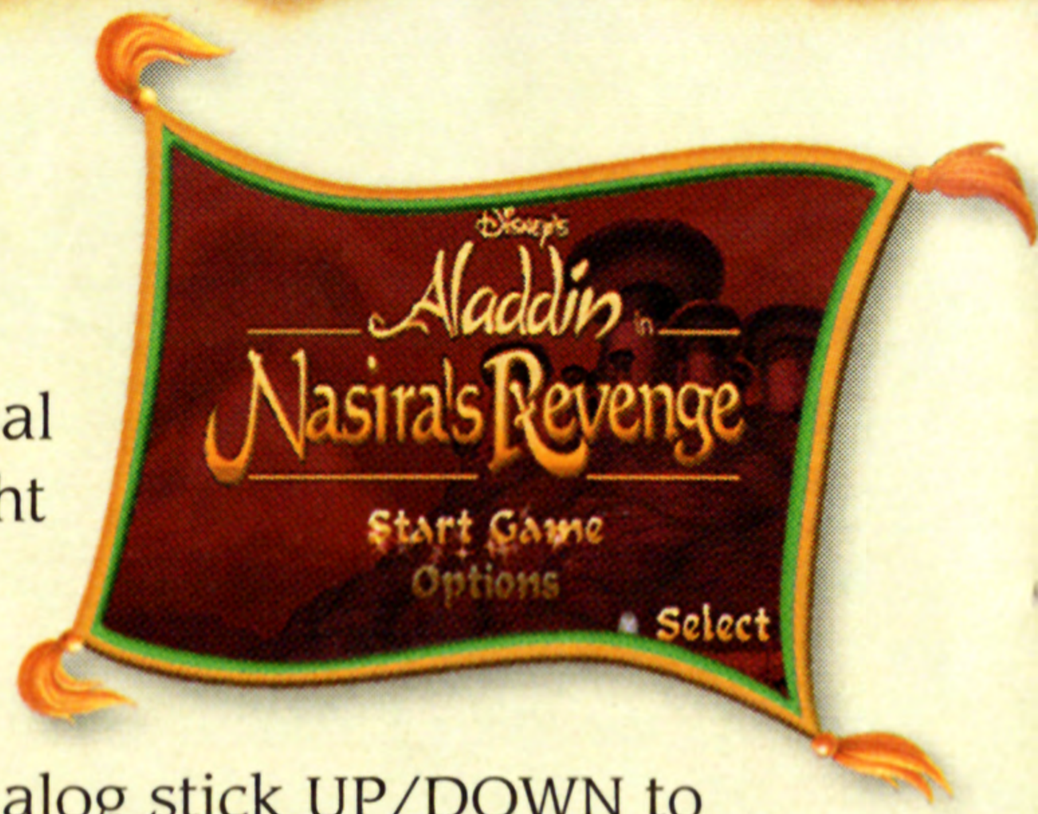


The palace guards are hypnotized by her powers and upon her orders, kidnap the Princess Jasmine and the Sultan. Nasira's treachery doesn't stop there. She also wants to seek revenge on Aladdin and his best friend, Genie too! But wait — there is only one problem. Nasira must find and collect all of the ancient magic relics in order to bring Jafar back. How can she do this? She must convince Aladdin to do all of her evil bidding.

Not so fast, Nasira! Aladdin is no "street rat"! He is still the master of Agrabah. No one can match his courage or fighting spirit. Aladdin won't rest until he has saved all of his friends from Nasira's clutches.

Join Aladdin and his friends, Jasmine and Abu on a new high-flying, magical adventure!

THE TITLE SCREEN



New Game

To start a new game:

1. At the Title Screen, press the Directional button or Left analog stick UP to highlight START GAME and press the ⊗ button.

Setting Options

1. Press the Directional buttons or Left analog stick UP/DOWN to select OPTIONS and press the ⊗ button.
2. Press the Directional buttons or Left analog stick UP/DOWN to highlight an option and press LEFT/RIGHT to change the setting.
3. Press the ⊗ button to confirm the setting.

Note: You can also make Option changes on the Pause Screen during gameplay.



Sound Options

Sound Mode — Set the sound to MONO, STEREO or SURROUND according to your sound system.

Effects — Adjust the volume of the game sound effects.

Speech — Adjust the volume of the voices in the game.

Music — Adjust the volume of the music in the game.

Center Screen

Press the Directional buttons or Left analog stick to position the display.

Camera Mode (Pause Screen Only)

Select ACTIVE or PASSIVE camera.

Active — The camera moves right behind Aladdin (Jasmine and Abu too). Pay attention the camera moves fast. Quick players will like this mode.

Passive — The camera moves behind Aladdin but follows more slowly. The Passive view gives you more of a chance to look around.

Note: You can stop and look around in either Active or Passive Mode by pressing the R2 *or* L2 *buttons.*

Vibration

Turn Vibration function ON or OFF.



PLAYING THE GAME

Collecting Coins

Collect all of the Coins you can. Find them hidden in pots or win them when you defeat an enemy. You can use them to purchase important items or enter contests.



Silver Coins

You must find Silver Coins to gain access to important areas of the game. Listen to what the local people tell you about using Silver Coins.



Genie Tokens

Win a chance at the Wish Machine, hosted by the talented Genie at the end of a level. Each token gives you a turn on the machine.
See page 15.



Genie Juice

Another fine Genie product. Repair lost health with this tasty drink. Find Genie Juice hidden in pots or win them as a reward for defeating enemies. The regular size returns partial health and the jumbo size restores Aladdin's health completely.

Antivenom

Potions cure Aladdin if he is poisoned. For example, a snakebite can poison Aladdin, turning him green and limiting his movement to slow motion. Without the Antivenom, Aladdin's health meter will drain and he will lose a life.

Genie Information Points

If you see a Magic Lamp, walk up to it for important information on how to play. Genie — and sometimes Iago — will pop up with some quick tips. Iago may just like to hear himself talk, but most of the time the information is really important.





Red Gems

Collect one of these on any level and earn a trip inside the Genie's Lamp for a chance to win a special bonus prize when you finish the level. Collect all three on any level and receive three chances to win the prize.

Blue Gems

To win one of these you must first succeed in the bonus round inside Genie's Lamp. Collect them all for a special reward.



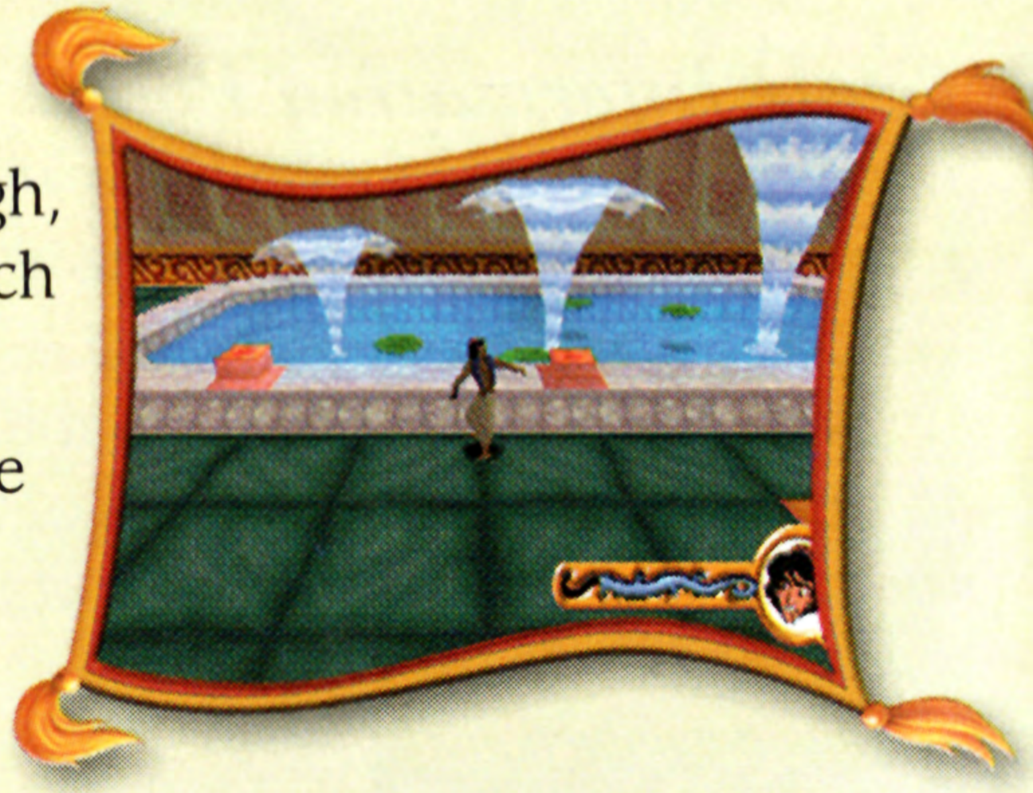
Golden Keys

Find the Golden Keys to unlock doors and gates. You can find keys in out-of-the-way places, and sometimes you will have to fight for them.

Switches

When you can't seem to find a way through, over or around something, look for a switch somewhere to unlock passageways.

- ✦ Walk up to some switches and press the ▣ button to throw them.
- ✦ Some switches are activated when you walk on them.



THE GAME SCREEN

Health Meter

Your Health meter is full and blue (one full life) when you are in full health. Each time damage is taken your health is reduced. When the blue disappears completely, you lose a life. Boss Health meters are displayed on the left side of the screen. Watch these carefully so you'll know when they are weakening.

LIVES, CHECKPOINTS AND CONTINUES

You begin the game with three lives. Injuries can cause you to lose health and eventually lose a life. Watch your Health meter to see the extent of your injury.



- ✦ Each time you take damage, your Health meter drains by a little or a lot depending on the hit.
- ✦ When the Health meter is empty, you lose a life.
- ✦ If you have crossed a Checkpoint and have lives remaining, you will start over at the Checkpoint instead of having to go back to the beginning.
- ✦ If you lose all your lives, you have three Continues. To continue after losing all lives, highlight YES on the Continue Screen and press the ⊗ button.
- ✦ When all Continues have been used, the game is over.

VENDORS

Vendors have important items you will need throughout your adventure, but they always charge a fee. When you meet a vendor, he will tell you what he has for sale.



- Press the ■ button to accept the offer or the ▲ button to decline.

SPECIAL MOVES

Rope Swinging or Sliding

Jump at hanging ropes, vines, or chain rings to swing over ledges or up to higher ledges. If you see a rope strung between two points, jump up to it and Aladdin will slide down the rope.

- Press the ✕ button to let go and land.
- Press the Directional buttons or Left analog stick UP/DOWN or LEFT/RIGHT to change the direction of your swing.
- To just hang, stop pressing the Directional buttons or Left analog stick.

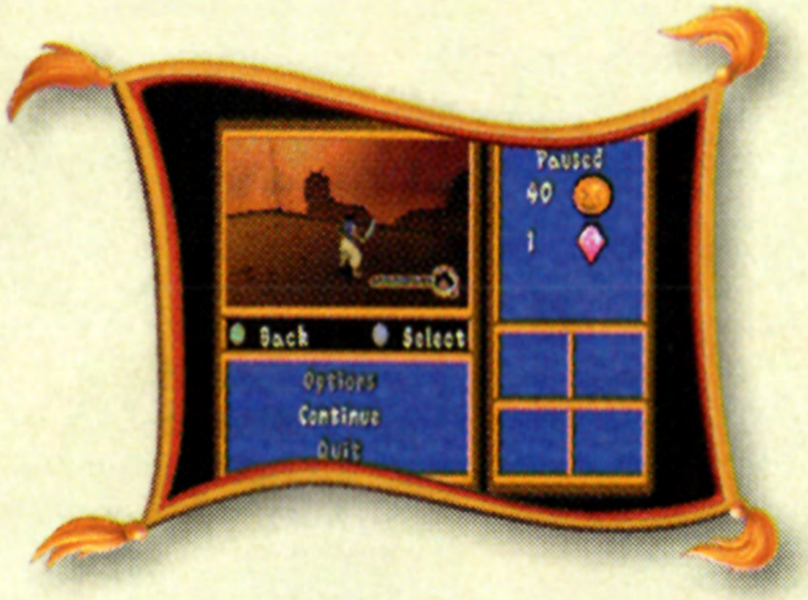
Stomp & Diving Sword Thrust

Press the ✕ button to jump and then the ● button while in the air to deliver a devastating stomp.



THE PAUSE SCREEN

Press the START button to bring up the Pause Screen during gameplay. Press the Directional buttons or Left analog stick UP/DOWN to highlight an item and press the ⊗ button.



From the Pause Screen you can:

- ✦ View collected items including Coins, Red Gems, Blue Gems or special items.
- ✦ Change game Options.
  Note: See Setting Options on page 8.
- ✦ Quit the Game.

END OF LEVEL

The Wish Machine

If you have collected one or more Genie Tokens, it's time to take a spin on the Wish Machine. You get one spin for each token collected. Press the ⊗ button to spin the tumblers. You could win a big prize.





Genie's Lamp Bonus

If you have collected at least one Red Gem, you can visit Genie's Lamp for a chance to win in a Bonus Round. If you succeed in the Bonus Round you can win a valuable Blue Genie Gem. Each Bonus Round is a different mini-game to test your skill.

THE PEOPLE OF AGRABAH

Aladdin

He's the hero of Agrabah even if many think he's just a "street rat". Aladdin is quick with a smile, quicker with a sword, and always ready for some good-natured adventure and fun. Aladdin defeated Jafar and imprisoned him to eternity. Now his twin sister Nasira is out for revenge.

Jasmine

She is the Princess of Agrabah, royalty in love with the very uncommon thief, Aladdin. She is captured by Nasira but finds a way out. Play as Jasmine and sneak back to the Crumbled Palace.





Genie

He's big, he's blue and he's Aladdin's best friend. He's a wise-cracking Genie who's been out of the "three wishes" racket for awhile. Now Genie helps Aladdin by giving him tips and hints throughout his adventure. Genie also grants Lamp Bonus rounds and spins on the Wish Machine. What a pal!

The Magic Carpet

This rug is pure rapid transit. Made of magical flying thread, The Magic Carpet's specialty is airborne escapes. Just hop on and hang on to your turban.

Abu

Abu is Aladdin's main monkey. This sharp little primate can save the day with his agility and curious nature. Play as Abu in the Dungeon but don't monkey around too much.

BOSSES

Razoul

He is the Sultan's most faithful and powerful guard. Aladdin must defeat him before rescuing Jasmine and the Sultan.





Arachnid

She is bigger than a camel and fiercely guards the Oasis exit. Don't face her head on. Learn to be agile in her web and you will leave victorious.

Anubis

This jackal headed monster is master of the tombs and you will fight him in the Pyramids.





Evil Sultan

He is a deadly adversary astride the Golden Phoenix. Fly The Magic Carpet into battle pressing the ■ button to attack. Dodge his missile launches and look out when he slams on the brakes. Win this air battle to rescue Jasmine's Father, the true Sultan of Agrabah.



Nasira

She is just as nasty and power mad as her dear brother. Nasira is a sorceress of considerable power, and even Genie falls to her magic.

SAVING AND LOADING GAME DATA

To save new game data:

1. On the Title Screen, highlight START GAME and press the ⊗ button.

2. Highlight NEW GAME press the ⊗ button.



3. Press the Directional buttons or Left analog stick to select a block for your new game and press the ⊗ button. If you select a block that already contains game data, you will be prompted to overwrite the game. If you do not want to lose the previously saved data, highlight NO and press the ⊗ button. Then select a different block for your new game.

To save at the end of a level:

You can save to any block you want when saving a game. When prompted to save to the same block you started playing from, highlight YES or NO and press the ⊗ button. If you select NO, you will be prompted to select the block you want.



To load a saved game:

On the Title Screen, highlight START GAME and press the ⊗ button.

Press the Directional buttons or Left analog stick RIGHT to highlight LOAD GAME and press the ⊗ button.

Press the Directional buttons or Left analog stick LEFT/RIGHT to highlight the game you want to load and press the ⊗ button.

THE WORLD OF ALADDIN



Agrabah

This is Aladdin's hometown. Sneak through the narrow streets and over the roof tops learning the basics from Genie who pops up with hot travel tips and tactics for defeating the bewitched guards.

The Sultan's Palace

Nasira has cast her spell. The once friendly palace is now haunted and treacherous. Bewitched guards attack mindlessly while royal crocodiles wait to snack on Aladdin. Even brooms and pillows attack like snapping hounds.





The Dungeon

Abu teams with Aladdin to make monkeys out of club wielding guards while ducking and crawling the walls to avoid bat attacks. A visit here may turn into an eternity.



Return to the Palace

Aladdin and Abu dash through the palace halls aboard The Magic Carpet. Weave through crumbling pillars while blasting open the massive doors before splattering into them. Your reward will be a duel with Razoul.



Oasis

There are some heavy-duty insect problems here, and the snakes are to die for. Waterfalls, water spouts, and heavy currents conspire to hold you back. Don't plan on leaving this place until you beat Arachnid.



Cave of Wonders

Genie is prisoner somewhere in this dark underground. Abu will guide you through the vast caverns. Every turn through this subterranean marvel reveals even more puzzling beauty.

The Pyramids

This monument could be your final resting place unless you solve the puzzles. Traps set thousands of years ago spring into action while slow and relentless mummies guard the tombs. Grab some fire daggers from the cobra to stun the fierce guards. Battle Anubis and win the freedom of your beloved Jasmine.





The Crumbled Palace

Jasmine sneaks through Agrabah hidden in a giant vase to avoid detection by the guards. She must somehow get into the palace and find the map to the Ancient City. Look for pillows to bounce from one building to the next.

Ancient City

You must rescue the Sultan by battling Nasira's skeleton warriors and an avalanche of boulders in a timed race for the Magic Door. To solve the mysteries of the Kali Statues, listen carefully to Genie's warning.





Nasira's Lair and the Final Battle

The welcome mat to her domain is a molten cascade of searing lava. Monsters born of flames guard the tunnels to her lair. She has planned her revenge with care. Now whether she is successful in freeing Jafar is up to you.

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Words by Tim Rice
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Music for game arranged by Rob Lord

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