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Nintendo

**GAME BOY®**

Disney's  
**THE LITTLE  
MERMAID**

**INSTRUCTION BOOKLET**

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## SAFETY PRECAUTIONS

Follow these suggestions to keep your **Little Mermaid** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic case.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

### A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

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# GETTING STARTED

1. Insert the **The Little Mermaid** Game Pak into your Game Boy unit and turn it on. The title screen appears.
2. Press **Start** to begin the game.
3. Next, read the story screens, and press button **A** to go on to each new screen. (Press button **A** during a screen to read it faster.) At the last screen, press button **A** again to begin Ariel's adventures. (If you don't want to read the story, press **Start** to begin play right away.)
4. During play, press **Start** to pause the action and see the status screen. Press **Start** again to continue.
5. To end the game at any time, turn off your Game Boy.



## BUBBLE TROUBLE!

Flounder, Sebastian and Scuttle have bad news. The Evil Witch Ursula is taking over the whole ocean! To save her friends, Ariel gives up her human form, and her prince, Eric, to rush back to the foamy depths of the sea. She must stop Ursula!

But the sea has changed. Ferocious fish prowl through coral reefs. Scary ghosts and eerie eels haunt the sunken ship. Sharks and spineballs lurk, and horrible halibut fish hide in the sand, waiting to turn Ariel into fish food.

But Ariel has tricks of her own. Her bubbles snare the finny fiends and put them in a trance. Now they're harmless! Ariel can also knock out critters with magic shells, and find sunken treasures that make her faster and stronger.

But every ocean has its special guard. At the end of each maze, frightful creatures try to end Ariel's adventures. When she finally reaches Ursula's gloomy undersea lair, Ariel must destroy the huge witch whose evil powers control the sea.

## ARIEL'S MOVES

### Swim

- Press the control pad in any direction.

### Speed up

- Press button **B** while swimming.

### Swish Ariel's tail or hop across dry places

- Press button **A**.

### Push a bubble or shell

- Press the control pad in the right direction, and press button **A**.

### Jump onto a wood piling, ice floe, or a ledge above water

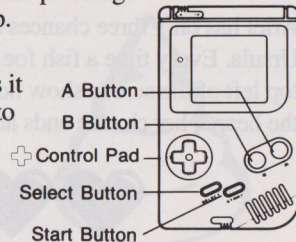
- Press button **A** while pressing the control pad up.

### See the status screen

- Press **Start**. Press it again to go back to the game.

### Enter a warp tunnel in level 5

- Press button **A**.



## SEARCHING THE SEAS

Ariel is in a sea of danger! All the playful fish and crabs have turned mean. Gulping guppies pop out at her from the gigantic sea anemones, and scowling bluefish chase her!

Swish Ariel's tail twice to snare a fish in a bubble. Then catch the bubble by swimming up to it. The bubble will only last a few moments, but if you can push it at another fishy fiend, you can knock out that one as well. Once you snare finny critters or knock them out, they're fish food!

Ariel has only three chances to conquer the undersea creatures and defeat Ursula. Every time a fish foe bumps her, she gets weaker. The hearts at the top left of the screen show how many bumps she can take. If Ariel loses all the hearts, her chance ends and she has to begin the sea level over.



## THE POWER OF MAGIC THINGS

Search the sandy bottom, coral reefs, and ledges for magic shells. Swim up to a shell to pick it up. Toss the shells at Ursula's fiends to stop them. With good aim, you can bowl over quite a few! You may not be able to catch some creatures in your bubbles, but you can stop them with shells.

Keep your shells for as long as you can. You can swim around with them, and you may be able to pick them up again when you toss or drop them. Shells sometimes disappear, and then you'll have to search for more.

Dig in sandy places with your tail. You may uncover buried shells, dinglehoppers (forks), snarfblatts (pipes) or even hearts. Whenever you find something, pick it up. The dinglehoppers and snarfblatts give you bonus points at the end of the level, and the hearts let you take extra bumps.



## THE POWER OF MAGIC THINGS (cont.)



**Dinglehopper**  
500 points



**Snarfbblatt**  
800 points



**Heart**  
1 extra bump



1 extra chance

Search for Ariel dolls in nooks and crannies around the sea bottom. When you can pick one up, you'll gain an extra chance to win!

## ARIEL'S POWERS

Look for sunken treasure chests. When you find one, knock it open with a shell. A gleaming pearl may float out, and you can take it by swimming over it. Dark pearls give you more power, and make your bubbles stronger. Light pearls make your bubbles go farther. The pearls you find stay with you until you lose that chance. At the end of a level, you'll get bonus points for all the pearls you've collected.

**Normal power:** You can pick up shells, and it takes two swishes of your tail to snare the small fry in your bubbles.

**Dark pearl power:** One pearl makes you able to catch most critters with one tail swish, and you can push barrels. With two pearls, you can catch even the biggest gulpers, and push small stones. When you get three red pearls, the enemies you snare sink quickly so you can grab the bubbles faster, and you can move even the largest rocks.

**Light Pearl Power:** Your bubbles will travel farther with each green pearl you find.



Pearl



Barrel



Small Stone



Large Rock

## MASTERING THE SEA LEVELS

Each sea level has its special dangers. But the worst are Ursula's special guards, waiting at the end of each maze. To demolish the guards, catch smaller foes and smash them into the big guys. You'll have to be quick, because the bubbles don't last long, and the guards may dash from place to place.

It takes quite a few bubbles to turn the guards into fish sticks! But when you do, be sure to grab the magic pot that drops into the water. After you complete the level, you'll see a scoring screen that adds up your points so far.

Press button **A** to begin your next sea hunt. You'll learn from Flounder, Scuttle, or Sebastian what dangers lie ahead.



## CHECKING UP ON ARIEL

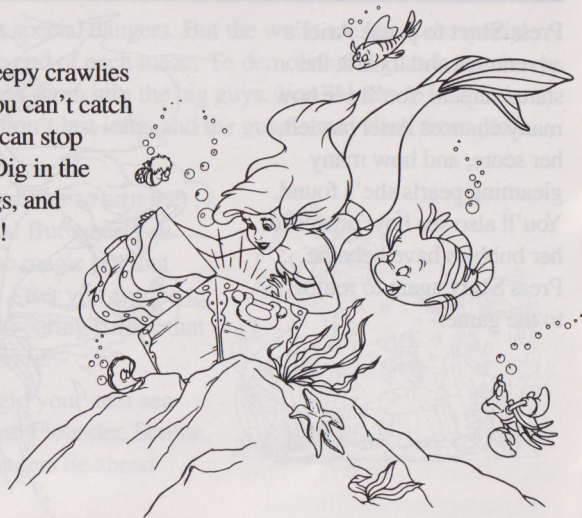
Press **Start** to pause Ariel's adventures and look at the status screen. You'll see how many chances Ariel has left, her score, and how many gleaming pearls she's found. You'll also see how powerful her bubbles have become. Press **Start** again to return to the game.



## UNDER THE SEA

### Sea of Coral

Grumpy fish and creepy crawlies are on the prowl! You can't catch the starfish, but you can stop them with a swish. Dig in the sand for magic things, and watch out for sharks!



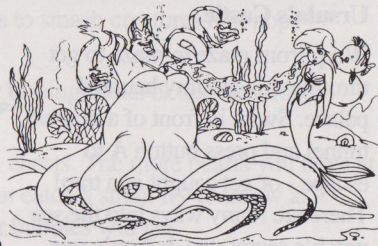
## UNDER THE SEA (cont.)

### Sunken Ship

Boo! Spooky ghosts flit through the portholes. Find out what's under their sheets. You'll have to wait for the hermit crab to come out from hiding before you can catch them. An unfriendly octopus - and his brothers! - try to stop you with blue ink blobs. When eerie eels snarl and shock you, it's hard to escape!

### Sea of Ice

Brr! The ice is cold and hard. You can slip right off the ice floes, and lose your shells on the slick edges. But sometimes slipping across the ice is the fastest way to go, if you don't get bumped by mean blowfish spitting fish bones. Frozen fish and icy caverns will shiver your timbers! Near the end, the walruses come out to play, but it won't be any fun for you!



## UNDER THE SEA (cont.)

### Undersea Volcano

Try to keep your cool in this burning, bubbling, underwater furnace. Search the sandy pockets, but watch out for what's hiding there. Lobsters have a surprise attack method - it's backwards! At the Spanish galleon, you'll need to catch the fishy cannonballs to bump off the Soldierfish.

### Ursula's Castle

Warp from maze to maze to get through this gloomy haunted palace. Swim in front of a dragon tunnel and press button A to escape - or get caught in a trap! There are many ways into the sea witch's secret den, but only one way out.



## FISHING TIPS

-  Shells protect you, so hold onto them for as long as you can. If you toss one, try to catch it again.
-  Swish your tail at schools of fish to catch more than one in your bubbles.
-  Sometimes you might have to swim past a treasure chest to find a shell. Pick up the shell, and then go back to open the chest.
-  Roll out the barrels, stones and rocks to smash creatures and pop open chests.
-  Find extra hearts, pipes and forks by tossing shells or bubbles into undersea cracks and crannies.
-  Try to get all the pearls from sunken chests. The more pearls you have at the end of a maze, the sooner you can catch a small fry to throw at Ursula's guards, and the farther your bubbles will go.
-  In Ursula's Castle, the dragon's eyes will shine when you're in front of the right tunnel.

WARRANTY AND SERVICE INFORMATION:

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This warranty is only valid in the United States.

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## "The Little Mermaid"

(Veuillez comparer aussi avec l'original anglais)

1. Faites une pause après chaque heure de jeu, en cas que vous jouez longtemps.
  2. Ne laissez jamais tomber la cassette, ne la démontez pas et évitez l'ensoleillement direct.
  3. Ne nettoyez pas le jeu avec des solvants tels que le benzène, le diluant ou l'alcool.
  4. Faites attention à ce que l'appareil soit toujours arrêté quand vous changez de cassette de jeu.
- Après avoir mis la cartouche, vous allumez votre Game Boy. D'abord le graphisme "Nintendo" apparaît, puis l'écran de titre. Appuyez sur le bouton "Start" et le jeu peut commencer.

### INTRODUCTION (page 6)

Le flet et Sebastian ont de mauvaises nouvelles. La méchante sorcière Ursula domine bientôt tout l'océan! Pour sauver ses amis, Ariel abandonne sa forme humaine et son prince. Elle doit arrêter Ursula. Mais la mer a changé. Des poissons dangereux chassent par les récifs de coraux. Des fantômes effrayables et des anguilles inquiétantes glissent autour des bateaux. Des requins attendent Ariel et elle doit être très attentive. Mais elle a ses propres trucs. Ses bulles de savon attrapent ses ennemis et les mettent en transe. Maintenant, ils sont inoffensifs! Ariel peut aussi lancer des coquilles magiques et mettre ses ennemis hors combat de cette façon. Elle peut aussi trouver des trésors coulés et se fortifier comme cela. Ariel doit vaincre la méchante sorcière qui contrôle tout l'océan avec ses forces noires.

### LES FONCTIONS DES BOUTONS (page 7)

- Direction:** - Bougez dans toutes les directions.
- Bouton A:** - Agitez votre queue et sautez par-dessus des endroits secs.
- Appuyez la direction et appuyez le bouton A. De cette façon vous lancez une bulle de savon ou une coquille.
  - Appuyez le bouton A en pressant la direction en haut. Vous sautez sur un radeau ou sur un iceberg.
  - Dans le niveau 5 vous trouverez un tunnel. Vous y entrez en appuyant le bouton A.
- Bouton B:** - Vous nagez vers l'avant.
- Bouton Start:** - Vous voyez l'affichage de status.

### LA FORCE DES OBJETS MAGIQUES (pages 9 - 11)

Cherchez dans le fond sablonneux, dans les récifs de coraux et dans les caves des coquilles. Nagez vers elle, enlevez la et lancez la aux amis d'Ursula. Quelques créatures ne peuvent pas être battues avec les bulles de savon, mais avec les coquilles vous les battez toujours.

Gardez vos coquilles aussi longtemps que possible. Nagez partout et peut-être vous retrouverez la coquille, après l'avoir jetée. De temps à autre, elle disparaissent seulement. Puis vous devez chercher une nouvelle coquille.

Creusez dans le fond sablonneux avec votre queue. Ainsi vous trouvez quelque fois des coquilles cachés, des fourchettes, des pipes ou même des coeurs. Cherchez les poupées qui ressemblent à Ariel. Vous les trouverez dans des cachettes dans le fond de la mer. Quand vous les ramassez, vous gagnerez une vie.

Cherchez les trésors. Quand vous les trouvez, vous les ouvrez avec une coquille. Une perle lumineuse peut en sortir et vous pouvez la ramasser, en nageant par-dessus. Des perles noires augmentent votre force et fortifient vos bulles de savon. Les perles claires laissent vos bulles aller plus loin. Avec chaque perle supplémentaire vous augmenterez votre force. Vous gardez les perles jusqu'à ce que vous perdiez votre vie.

### DES TUYAU (page 17)

- Quelque fois vous devez passer un trésor pour trouver une coquille. Puis enlevez la et rentrez au trésor.
- Lancez vos coquilles dans des caves et d'autres cachettes pour trouver des objets.

Amusez-vous bien!

## "The Little Mermaid"

1. Machen Sie nach jeder Spielstunde 10 bis 15 Min. Pause, falls Sie längere Zeit spielen.
  2. Lassen Sie das Modul nie fallen. Zerlegen Sie es nie und **vermeiden** Sie direkte Sonnenbestrahlung.
  3. Reinigen Sie nicht mit Lösungsmitteln wie Benzin, Farbverdünnungsmitteln oder Alkohol.
  4. Achten Sie darauf, dass Ihr Gerät immer ausgeschaltet ist, wenn sie ein Spielmodul wechseln.
- Nachdem Sie das Spielmodul eingesteckt haben, schalten Sie bitte Ihren Game Boy ein. Zuerst erscheint der "NINTENDO" Schriftzug, gefolgt vom Titelbild. Drücken Sie die Start-Taste und das Spiel beginnt.

### EINFÜHRUNG (Seite 6)

Die Flunder und Sebastian haben schlechte Neuigkeiten. Die böse Hexe Ursula regiert bald den ganzen Ozean! Um ihre Freunde zu retten, gibt Ariel ihre menschliche Form auf, und ihren Prinz. Sie muss Ursula stoppen.

Aber das Meer hat sich verändert. Gefährliche Fische jagen durch Korallenriffe. Erschreckende Geister und unheimliche Aale schleichen um versunkene Schiffe. Haie und Tintenfische lauern auf Ariel, um sie in Fischessen zu verwandeln. Aber Ariel hat ihre eigenen Tricks. Ihre Seifenblasen fangen die Feinde und setzen Sie in Trance. Jetzt sind sie harmlos! Ariel kann auch magische Muscheln werfen und so Feinde ausser Gefecht setzen. Sie kann ebenfalls versunkene Schätze finden und so schneller und stärker werden. Ariel muss die böse Hexe besiegen welche mit ihren bösen Kräften die See kontrolliert.

### DIE TASTENFUNKTIONEN (Seite 7)

- Steuerung:** - Bewegen Sie sich in alle Richtungen.
- Taste A:** - Schwingen Sie den Fischschwanz oder hüpfen Sie über trockene Plätze.
- Drücken Sie die Steuerung in die richtige Richtung und drücken Sie die Taste A. So werfen Sie eine Seifenblase oder eine Muschel.
- Drücken Sie die A-Taste, währenddem Sie die Steuerung nach oben drücken. So hüpfen Sie auf ein Floss oder einen Eisblock.
- In Level 5 treten Sie in einen Schlammtnel, indem Sie die Taste A drücken.
- Taste B:** - Sie schwimmen nach vorne, wenn Sie diese Taste drücken.
- Taste Start:** - Sie sehen den Status-Bildschirm. Bei wiederholtem Drücken, sind Sie zurück im Spiel.

### DIE KRAFT DER MAGISCHEN GEGENSTÄNDE (Seite 9 und 11)

Suchen Sie den sandigen Grund, die Korallenriffe und die Höhlen nach magischen Muscheln ab. Schwimmen Sie zu einer hin, nehmen Sie sie auf und werfen Sie damit nach Ursulas Freunden. Einige Kreaturen können Sie nicht mit den Seifenblasen schlagen, aber mit den Muscheln geht es immer.

Behalten Sie Ihre Muschel so lange Sie können. Sie können umherschwimmen und teilweise können Sie sie sogar wieder auflösen, nachdem Sie geworfen wurde. Manchmal verschwinden Sie auch einfach. Dann müssen Sie nach einer anderen suchen.

Graben Sie an sandigen Stellen mit Ihrem Schwanz. So finden Sie manchmal versteckte Muscheln, Gabeln, Pfeifen oder sogar Herzen. Suchen Sie nach Arielpuppen in Schlupfwinkeln und Rissen im Meeresgrund. Wenn Sie eine auflösen, erhalten Sie eine zusätzliche Chance, um zu gewinnen.

Suchen Sie nach gesunkenen Schatztruhen. Wenn Sie eine finden, öffnen Sie sie mit einer Muschel. Eine leuchtende Perle kann herausschwimmen und Sie können Sie aufnehmen, indem Sie darüberschwimmen. Schwarze Perlen geben Ihnen mehr Kraft und machen Ihre Seifenblasen stärker. Helle Perlen lassen Ihre Seifenblasen weitergehen. Mit jeder zusätzlichen Perle wird Ihre Kraft noch grösser. Sie behalten die Perle, bis Sie das Leben verlieren.

### TIPS (Seite 17)

- Manchmal müssen Sie an einer Schatztruhe vorbeischwimmen, um eine Muschel zu finden. Nehmen Sie die Muschel auf und kehren Sie zur Truhe zurück.
- Werfen Sie Muscheln in unterirdische Höhlen und Schlupfwinkel, um zusätzliche Herzen, Pfeifen und Gabeln zu finden.

**Viel Spass!**