

CAPCOM®

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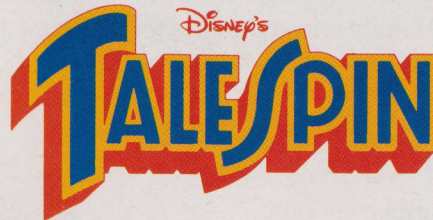
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Nintendo®

GAME BOY®

CAPCOM®

DMG-LS-USA



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INSTRUCTION MANUAL

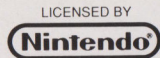
A special message from CAPCOM

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Thank you for selecting **TaleSpin**, the latest addition to Capcom's library of Disney titles. **TaleSpin** continues the tradition of action packed family oriented games for the Game Boy.

Joseph Morici

Joe Morici
Senior Vice President
CAPCOM, U.S.A.



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SAFETY PRECAUTIONS

Follow these suggestions to keep your **TaleSpin** 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.

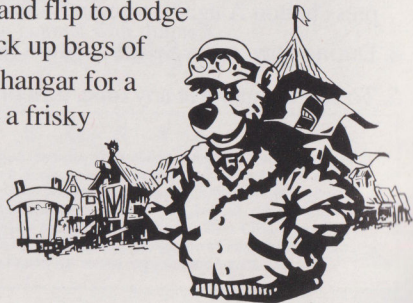
GETTING STARTED

1. Insert the **TaleSpin** Game Pak into your Game Boy and turn it on. The title screen appears.
2. Press **Start** to begin the game.
3. 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 Baloo's adventures.
4. During play, press **Select** to pause the game. Press it again to continue.
5. To end the game at any time, turn off your Game Boy.

BALOO'S HIGH ADVENTURE

Flying high in the Mini Sea-Duck, Baloo is picking up cargo for his customers. But things get topsy-turvy when Don Karnage and his gang of air pirates pop out of the clouds. In a dizzying whirl of crazy air aerobatics, they try to stop Baloo from making his deliveries!

Baloo will loop-de-loop, swoop and flip to dodge his daring enemies. He'll also pick up bags of money, and drop in at Wildcat's hangar for a quick fixer-upper. He's got to be a frisky flyer to dodge the cannonballs, bones, and baseballs – among other things – that the air pirates shoot his way.



FLYING THE MINI SEA DUCK

Fly up, down, backward and forward.

- Press the control pad in any direction.

Fly upside down.

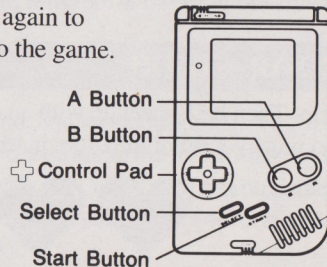
- Press button **A**.

Fire the cannon.

- Press button **B**.

See the status screen.

- Press **Start**.
Press it again to return to the game.



SKY JINKS

Baloo, the high-flying ace, is off on more assignments. But the sunny skies over the Cape are full of clouds, and trouble. Almost as soon as he takes off, Baloo meets up with Don Karnage's sharp-shooting air pirates!

The hearts in the upper left corner of the screen show how strong the Mini Sea-Duck is. Each time the plane gets hit, a heart will disappear. When all the hearts are gone, so is the Mini Sea-Duck. Baloo must parachute to safety!

Baloo must dodge or shoot down all the air pirates to make it to the end of the trip. Then he'll meet up with an enormous pirate who's hard to defeat. Baloo must get rid of him, too, in order to finish the trip.



SKY-HIGH TREATS

Keep an eagle-eye out for special items scattered over the landscape. Shoot balloons, walls, clouds and buildings to find even more goodies. Then fly over them for bonus points.

Hearts	Power-up with extra strength.
Money Bags	Gain money to buy equipment in Wildcat's hangar.
Cargo Boxes	Pick up all of these for a perfect bonus score.
Fruit	Grab as many as you can for big bonus points.

BONUS ROUND

Find the special door hidden in the round, and scoot through it. You'll enter a bonus round, where Kit Cloudkicker rides on his airfoil for a rollicking whirl at scoring big points. Make Kit pop the balloons, and then fly through the fruit that appears. The more he gets, the more points you score! The round lasts for 40 seconds, and then it's back to the skies!

BALOO'S LOGBOOK

Press **Start** during a round to check Baloo's logbook and see how you're doing so far in the game. Your points and money are totalled at the end of each round. Press **Start** again to get back to the action.

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Points

LOAD X 02

Cargo Aboard

\$BAG X 03

Money Bags Aboard



LIFE X 01

Hearts Left



X 01

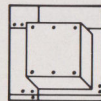
Mini Sea-Ducks
Remaining

BACK AT THE HANGAR

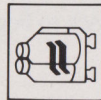
You'll fly by the hangar at the end of each round. Here, Baloo's trusty mechanic Wildcat is all set to fix up the Mini Sea-Duck. Use your money to buy parts and special equipment. Buy the best equipment you can – you're going to need it!



Mini Sea-Duck - Gain an extra life.



Armor - Adds an extra heart to the strength of the Mini Sea Duck.



Engine Power - Increase your speed.

BACK AT THE HANGAR continued...



Rapid Shot - Shoot your cannon faster



Super Rapid Shot - Shoot up to 4 shots at at time.

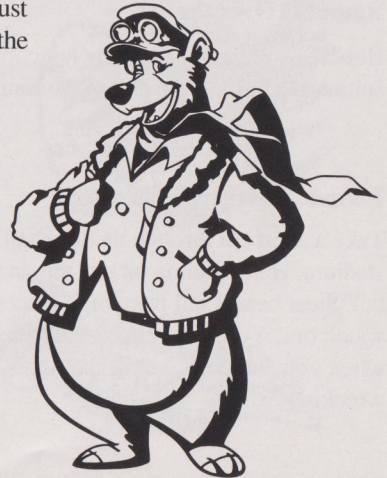


Continue - Gain another chance to continue

Press **Start** to take off from the hangar and zoom back to begin the next round!

CONTINUING (OR ENDING) BALOO'S ADVENTURE

When all his hearts are gone. Baloo must parachute to safety. But he'll return to the round two more times. After that, the game ends. If you like, you can continue from the beginning of the round, up to three more times. When you continue, you lose anything you've bought in Wildcat's hangar, but you keep your money and points.



UP, UP AND AWAY

Round 1: Over the Sea

Bubble machines and speedy helicopters spell trouble for our hero! A huge submarine lurks at the end of the round.

Round 2: Construction Site

Take a short cut through the baseball stadium. Hang gliding pirates are on your tail. Steel beams fall from high places, so watch out! Your joy-ride turns dangerous when you come up against the huge wrecking ball!



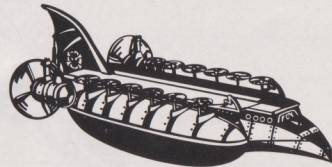
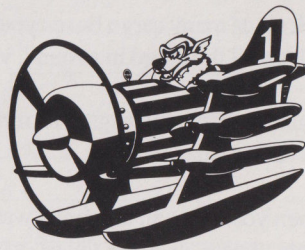
UP, UP AND AWAY

Round 3: Jungle Junket

Leaping crocodiles and voodoo statues put a hex on this trip.

Round 4: The Snowy Alps

Zip around a mob of skiers and dodge those speeding snowballs. Circle, spin' and loop in thrilling air aerobatics when Don Karnage appears. The Iron Vulture, a huge flying fortress, takes you into your most dangerous and exciting battle!



FLYING TIPS

- Pick up as many cargo boxes you can for big bonus points. When you pick up all the cargo in a round, you'll get a perfect bonus!
- Grab lots of money bags. The more you pick up, the more you can buy in Wildcat's hangar.
- When you shoot an air pirate, watch out for any little enemies that might appear, even the tiniest ones can hurt you.



NOTES

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90-DAY LIMITED WARRANTY

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CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Boy Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

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