Virgin

Disney SOFTWARE

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SEGA™

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THE LION KING

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

WARNINGS

Read Before Using Your Sega Video Game System

Epilepsy Warning

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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 symptoms 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.

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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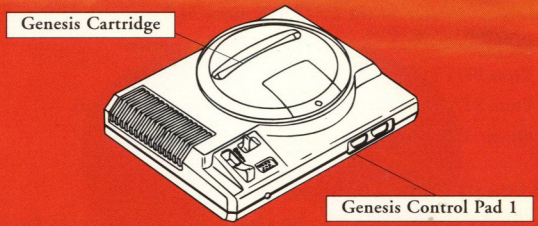
WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega™ Genesis™ System.
- 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 break during extended play, to rest yourself and the Sega Cartridge.

SETTING UP



1. Set up your Genesis System and plug the Control Pad into port #1.
2. With the power switch OFF, insert THE LION KING cartridge into the cartridge slot and press it down FIRMLY.
3. Turn on your TV or monitor, and then turn on the Genesis.
4. The License and Sega screens will appear, followed by the Title screen. In a few moments, a game demo will begin.
5. Then press the START button to return to the Title screen.

If nothing appears on screen when you start up, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is FIRMLY inserted in the console, and then turn the power switch ON again.

Always turn the power switch off when you're inserting or removing the cartridge or the Control Pad.

GETTING STARTED

Press the D-PAD up or down to choose either START or OPTIONS from the Main menu on the Title screen. Then press the START button.

START

This selection takes you deep into the heart of Africa, for the start of Simba's odyssey.

OPTIONS

This choice brings up the Options screen so you can change the game settings.

CHOOSING OPTIONS

Make your choices on the OPTIONS menu before you start play:

1 Press the D-PAD up or down to select an option.
2 Press BUTTON A, B or C to change the setting.
3 Press START at any time to go back to the Main menu on the Title screen.

Difficulty

The harder the difficulty, the less chances and continues you have.

Music Is

ON so you can listen to the exhilarating songs straight from the movie. Or you can turn the music OFF.

Sound FX Are

ON or OFF, depending on whether or not you want to hear them while you play.

Sound Test

Hear all the sounds in the game, both music and sound effects.

1 Press the D-PAD up or down to scroll through the sound list.
2 Press BUTTONS A, B, or C to hear the marked selection.
3 Press START to close the list and return to the Options menu.

Triggers

Reset BUTTONS A, B and C to your personal liking, from six different settings. If you don't change the buttons, the controls will be:

ROAR	BUTTON A
SLASH (adult Simba only)	BUTTON B
JUMP	BUTTON C

Exit

Choose this option, then press START or BUTTON A, B, or C to return to the Main menu on the Title screen.

CONTROLLING SIMBA

To Do This	Press This
Move right or left.	D-PAD right or left.
Crouch; duck; look down.	D-PAD down.
Look up.	D-PAD up.
Slash (as adult Simba).	SLASH button.
Mauling and Flipping Enemies (as adult Simba).	SLASH and JUMP button in rapid succession. Press the X, Y, or Z button on the six-button controller.
Pounce.	JUMP button and land on top of enemy.
Roar.	ROAR button.
Jump up; (try to grab onto rock ledges, bones, and pawholds).	JUMP button.
Jump right or left.	JUMP button and D-PAD right or left.
Jumping slash (as adult Simba).	JUMP button and then SLASH button.
Roll (as young Simba).	D-PAD down diagonally, while moving right or left.
Climb up while hanging.	D-PAD up, right or left.
Pause or resume the game.	START button.

Pouncing

To get Simba to pounce on enemies, press the B button to jump and land on the enemy.

Rolling

Pressing down diagonally on the D-PAD while Simba is running causes him to tumble into a ball of extended teeth and claws, damaging some things in his path. Some areas are accessible only when Simba rolls into them.

Slashing

Press the SLASH button to get the adult Simba to slash at his enemies with his claws.

Mauling & Flipping Enemies

To get adult Simba to maul his enemies, press the JUMP button to land on the enemy then press the SLASH button in rapid succession. To flip an enemy, press the SLASH button then immediately hit the JUMP button. If you are using the six button controller, press the X, Y or Z button. (Try rolling your finger from the B to C button as fast as you can.)

Grabbing & Swinging

When Simba jumps for a platform that he can't quite land on but is close enough to grab the edge, his front paws will latch on, letting Simba hang from the ledge. At any point, you can press up to pull Simba up, or down to drop.

If Simba is hanging from a crevice in a solid wall, he can also spring off of the wall. In cases where there is a nearby wall behind him, he will flip around and grab onto a crevice in the opposite wall. In this way, Simba will be able to climb a "chimney" formation.

There are also "poles" that Simba can swing on. These can be small rock outcroppings, bones, and so on. When Simba latches onto one of these, he will swing continuously until he jumps. Simba can jump forward and do a flip or jump backward and do a flip with a half twist.

Roaring

When Simba roars, some enemies will be stunned momentarily. When fully powered, Simba's roar can also inflict some amount of damage. Collecting Blue Beetles will give Simba extra roaring power. Blue Beetles can be collected in the levels as well as the bonus games.

Remember: You can reset the ROAR, JUMP and SLASH buttons on the Options menu.

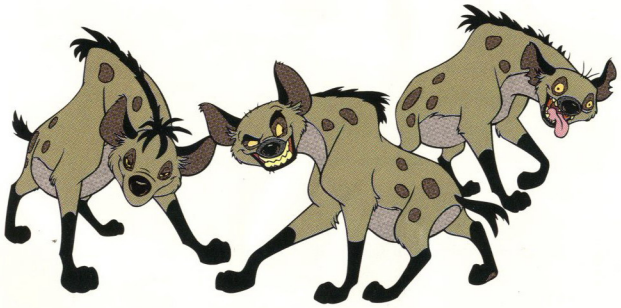
CONTROLLING PUMBAA & TIMON

Pumbaa

Move right or left	D-PAD right or left.
Making Pumbaa belch	Any button except START.
Pause	START

Timon

Move right or left	D-PAD right or left.
Jump	JUMP button
Pause	START button



SCREEN INDICATORS

Roar Meter

The Roar Meter, found in the top left corner of the screen, indicates the might of Simba's roar. Whenever Simba gets hurt or is just starting a level, the Roar Meter is emptied and Simba is silenced for a short time.

To increase the Roar Meter, Simba needs to eat Blue Beetles, which can be found in levels and bonus rounds.

Health Meter

The Health Meter, found in the top right corner of the screen, lets you know how strong Simba feels. When Simba is attacked by his enemies, or falls into dangerous areas and gets hurt, the Health Meter shrinks. Don't let the Health Meter shrink to nothing! When the Health Meter is empty, Simba loses a try.

To increase the Health Meter, Simba needs to eat African Red Bugs. To restore damaged Health, Simba should chomp on Beetles. Beetles can be found in levels, and African Red Bugs can be found in levels and bonus rounds.

Chances and Continues

When Simba's Health Meter reaches zero, you lose one Simba Chance and must restart from the beginning of the current level. If a Milestone has been reached on the current level, you will start at the last indicator Simba touched. If you have no more Simba Chances, but have Continues remaining, then you have a choice between continuing from the last level completed, or ending the game. If no more Continues remain, the game ends.

You'll find the number of Chances you have in the bottom left corner of the screen. To get extra Chances, collect the 1 Ups in the levels and bonus rounds.

SPECIAL ITEMS & POWER-UPS

Plain Beetle: Restores half of Simba's health.

Patterned Beetle: Restores all of Simba's health.

African Red Bug: Increases Simba's total health.

Blue Beetle: Increases Simba's total roar.

1 Up: Increases the number of Simba's chances by one. A maximum of nine Chances can be accumulated at any one time.

Circle of Life: Allows one more Continue in the game when all Chances have been lost.

Fly: Ends the bonus game. In game levels they cause a loss of roar for a short time.

Spider: Ends bonus game; in levels, decreases Simba's health a lot.

Dragonfly: Ends bonus game; in levels, decreases Simba's health.

Bombardier Beetle: Ends bonus game; in levels, decreases Simba's health a little.

Continue Marker: If you should lose a try, you will start your next turn at the point where you touched the last continue marker.

THE CIRCLE OF LIFE

Sunrise awakens the animals of Africa to gather at the foot of Pride Rock, paying homage to the newborn prince, Simba, son of Mufasa, the Lion King. The Circle of Life, the way of the Pridelands and all who dwell there, tells of how all things are connected, how all animals depend upon one another for survival, and how birth itself is just the beginning of the circle.

Simba's journey takes a different route, however, when his evil uncle Scar starts a Wildebeest stampede. The Lion King Mufasa is killed, and young Simba leaves to exile, thinking that it's all his fault. Meanwhile, Scar and his hyenas take over the Pridelands and lead it to ruin.

Guide Simba as he explores his future kingdom. Overcome the wicked hyenas in the Elephant Graveyard. Experience real power as Simba grows into an adult lion. Only then will Simba be ready to challenge his ruthless uncle Scar, and take his rightful place in the Circle of Life.

SIMBA'S WORLD

The Pridelands

- Take it slow and learn to use all of Simba's abilities. Pounces, rolls, and roars are the keys to getting through The Pridelands. Beware of the Bombardier Beetle, though, he goes out with a bang.
- Make sure to keep an eye out for bonus items and power ups. Search everywhere and don't worry, there is no time limit. There are continue points at different places on each level. Find them to save yourself time.

Can't Wait To Be King

- Jump on rhinoceros heads to propel Simba up into the trees, and hop along birds nests to get to the monkeys.
- Some monkeys get confused when Simba roars and may change the direction of their toss.
- When Simba is riding the ostrich, duck under and jump over the birds nests. Jump off the ostrich's back during mid-jump to find extra goodies.

The Elephant Graveyard

- The graveyard starts out with two attacking hyenas, so be careful. Just look at the mess that Simba's curiosity has gotten him into.
- Swing and climb your way through the bones. Get the timing and direction just right on Simba's acrobatic flips. Don't linger too long on some of the crumbly bones or you'll be in trouble.
- The Vultures love to attack you with a swoop, so try to get up high and turn the tables on them.
- Stretched elephant hide can really boost your jump, but one too many times can ruin your ride.

The Stampede

- The rumble and roar of Wildebeests is rising behind you. It's a run for your life before you get trampled. Avoid the Wildebeests and watch for the warnings of boulders so that you can jump out of harm's way and escape the stampede.

Simba's Exile

- Have you heard the saying "Be careful of what you get yourself into..."? Well, be careful of what you drop yourself into here, because you may find yourself in a prickly situation.
- Scar's hyenas are after you so don't stop to look back. They'll be tossing rocks after you the entire way. Your only chance is to escape the Pridelands through its thorny border.

Hakuna Matata

- Ride down waterfalls by guiding Simba left and right to make him fall through different waterfalls.
- Simba must jump as high as he can to get from log to log at the waterfalls.
- The gorilla packs a pretty powerful punch! If only there was a way to throw those coconuts back at him! (Here's a hint: try rolling!)

Simba's Destiny

- Finally! Simba's grown up and not such a tiny cub anymore! Take some time to learn adult Simba's moves: mighty mauling, heavy pouncing, and a powerful slash. Now you can let loose with that roar!
- Use Simba's powerful slash to cut through the vines.
- Watch out for falling rocks!
- Fight the Cheetahs by pouncing, mauling, and roaring. Once you've cleared the way, Rafiki opens a passageway to the Pridelands and lets you through.

Be Prepared

- Avoid the dripping hot lava. It's not exactly a beauty bath.
- Ride the rocks on the river, and be careful of those pesky bats! Don't let them chase you into the lava.
- Avoid the geysers in the final room and ride to the exit.

Simba's Return

- The Hyenas just won't leave Pride Rock. It's up to the grown-up Simba to show them who's the rightful king of the Pridelands.
- Simba must defeat all the Hyenas in a room before he can move on.
- The Hyenas are everywhere! Don't give up, though. Find your way through their lairs, to get to the real villain, Scar.
- Press UP on the D-Pad to enter a cavern and emerge elsewhere in the level.

Pride Rock

- Simba's evil uncle and pretend-king, Scar, refuses to go down easily. It's a fight between the two mightiest lions in the Pridelands, and all for the fate of Pride Rock.

BONUS ROUNDS

Bug Toss

Simba's adventure wouldn't be the same without his friends to help him out, so here's a chance for Pumbaa to lend a hoof! Using the D-PAD, guide Pumbaa to the left and right to catch the falling bugs that Timon is dropping. Make sure to avoid the bad bugs such as the Spider and the Fly and don't miss any of the good bugs or this bonus stage will come to a quick end. Luckily Pumbaa has the advantage of a mighty belch (Ehem! Excuse me...) to clear the screen of any bugs that he might miss catching. To make Pumbaa belch, press the ROAR button. Pumbaa only has one belch per bonus game.

Bug Hunt

Hey! Don't forget about Timon! Using the D-PAD, guide Timon and have him hop from ledge to ledge, collecting bugs to help Simba. Again, catch only good bugs and special items, and keep away from Spiders and other bad bugs. If Timon picks up any of the bad bugs, the bonus round will end.

PRODUCT SUPPORT

To get the most out of your Virgin Interactive Entertainment product, take advantage of the following product support:

Virgin Interactive Entertainment's Automated Support System

Virgin is pleased to announce its new Automated Support System, available 24 hours a day, 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial 714-833-1999 for assistance any time. A touch tone phone is required outside normal business hours.

Technical Support

If you need assistance, our technical support team is available to assist you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8:00am to 5:00pm Pacific Standard Time at 714-833-1999.

Fax Support

If you have access to a fax machine, many technical support documents and hint sheets are available for fax back through our Automated Support System.

Order Line

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Hint Information

There are many ways to receive hints for Virgin games. Clue books are available for most major games and can be found at many software stores or ordered from our direct order line at 1-800-874-4607.

Virgin also has an automated hint line, available 24 hours a day at a cost of 75 cents per minute in the USA. You must have a touch tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint line. In the USA, call 1-900-288-4744. We also have a hint line for our Canadian customers. The cost is only $1.25/Canadian per minute. The Canadian Hint Line is available at 1-900-451-4422. If at any time you have a problem with either hint line, call 1-800-548-4468.

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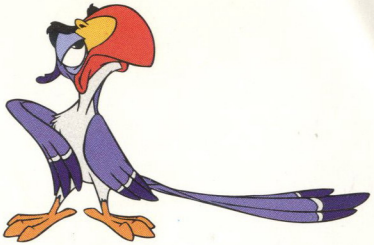

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