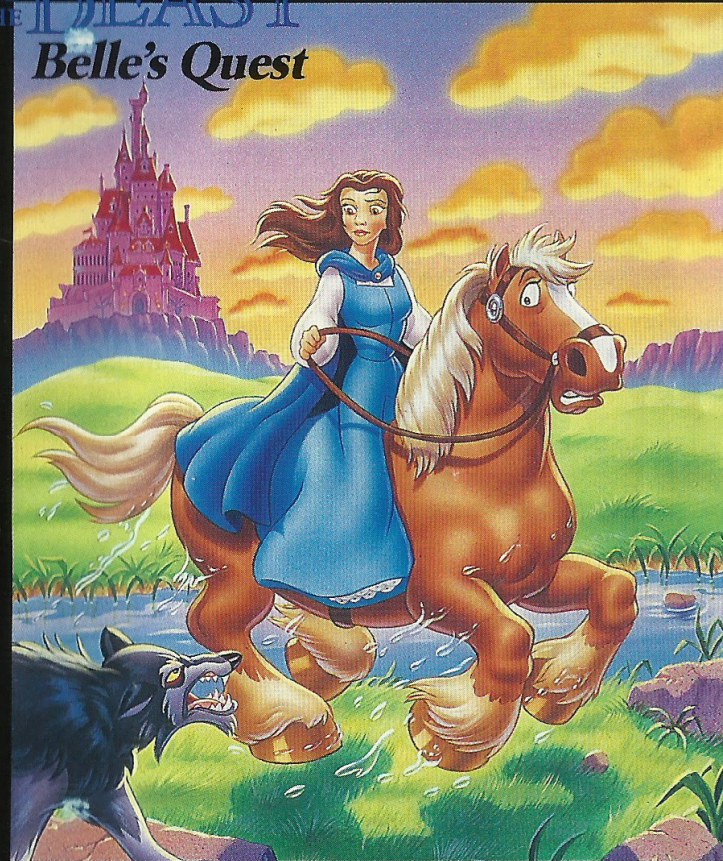


SUNSOFT®

SEGA
GENESIS™

Disney's
Beauty
AND THE BEAST
Belle's Quest



INSTRUCTION MANUAL

SUNSOFT®

11165 Knott Ave.
Cypress, CA 90630
(714) 891-4500

Sunsoft is a trademark of Sun Corporation of America.

© 1993 Sun Corporation of America.

© The Walt Disney Company.

SEGA AND GENESIS ARE TRADEMARKS OF SEGA
ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Printed in Japan

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



SUNSOFT® Limited Warranty

SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



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.

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

SEGA AND GENESIS ARE TRADEMARKS OF
SEGA ENTERPRISES LTD.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 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 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.

THANK YOU

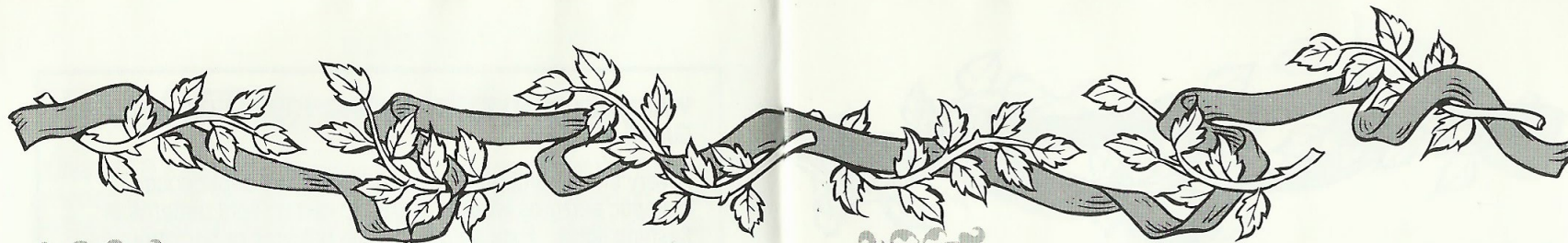
... for purchasing the Disney's Beauty and the Beast Belle's Quest video game by Sunsoft. Please read this instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with 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 recess during extended play, to rest yourself and the Sega Cartridge.

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.





Contents

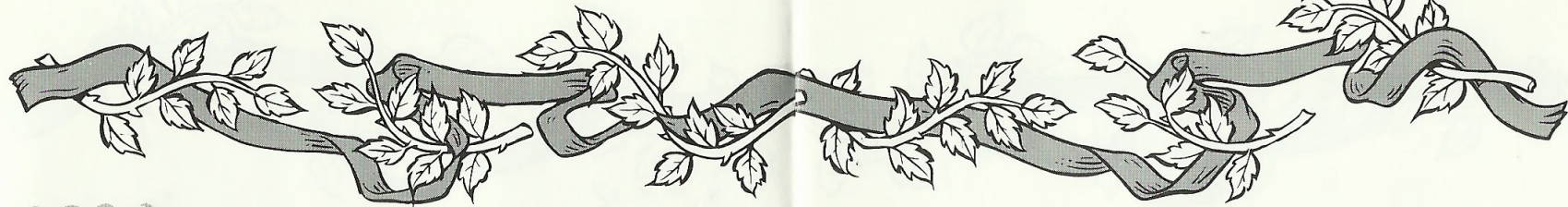
Belle's Quest	3
How to Start the Game	3
How to Use the Control Pad	4
Object of the Game	5
Game Play Screen	6
Scoring	7
Part One: The Village	8-9
Part Two: The Forest Maze	10-11
Part Three: The West Wing	12-13
Part Four: Return to the Castle	14-15
Scores	16-17

Belle's Quest

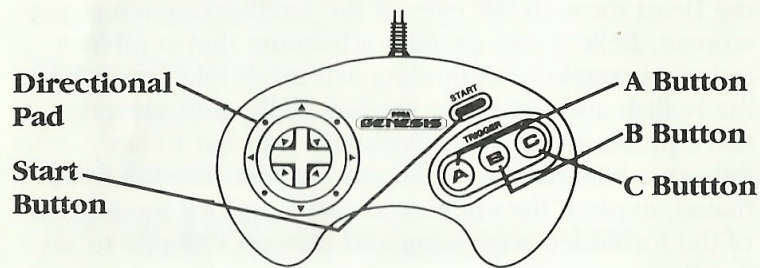
Belle's Quest illustrates the story of Disney's Beauty and the Beast through the eyes of the intelligent young woman, Belle, in an exciting adventure that combines quizzical puzzles and thrilling action. While outsmarting the bullish and persistent Gaston, Belle must cleverly solve problems that will ultimately lead her to her father's whereabouts. Belle will wander through forest mazes, explore the enchanted castle, unlock the secrets of the forbidden west wing and race on Philippe to save the Beast.

How to Start the Game

Insert the cartridge into the Sega Genesis system and turn it ON. At the title screen press the Start button to begin game play. You have the option to switch to the alternate Control Pad configuration.



How to Use the Control Pad



Directional Pad — Move Belle left and right, up and down paths

Directional Pad Up — Enter doorways

A Button — Duck to avoid enemies
Advance to the next Cinema sequence

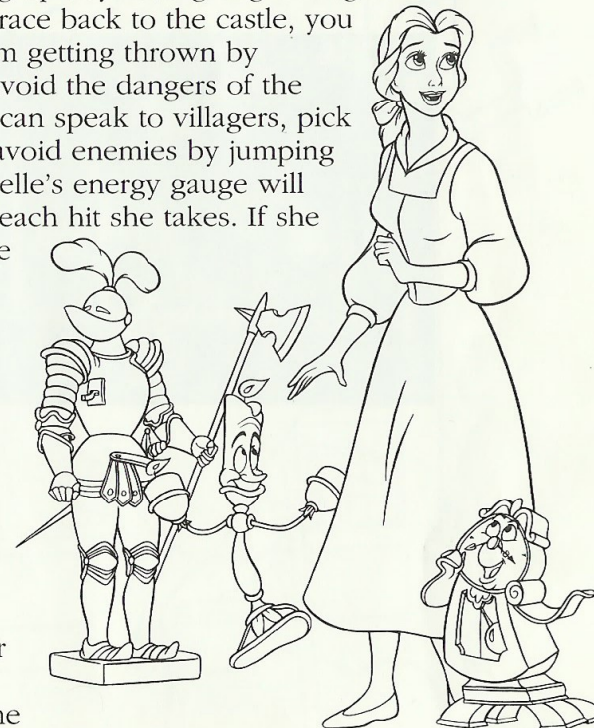
B Button — Jump to avoid enemies
Speed up text during Cinema sequence

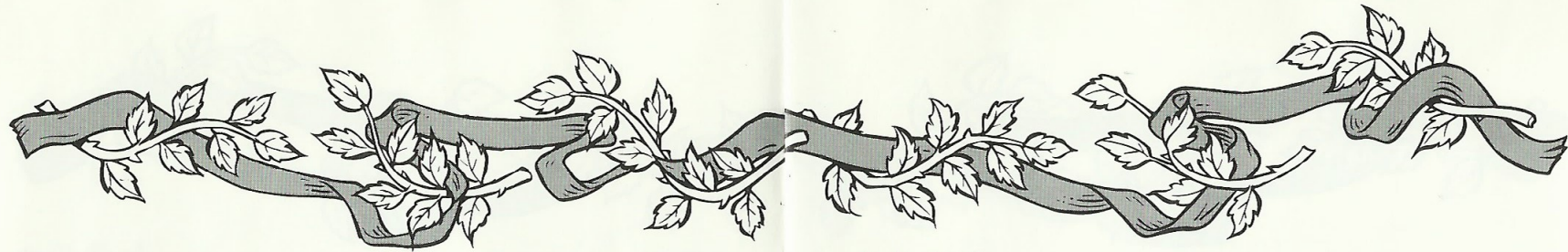
C Button — Talk to Villagers
Pick up objects

Start Button — Begin game
Pause game
Skip Cinema sequence

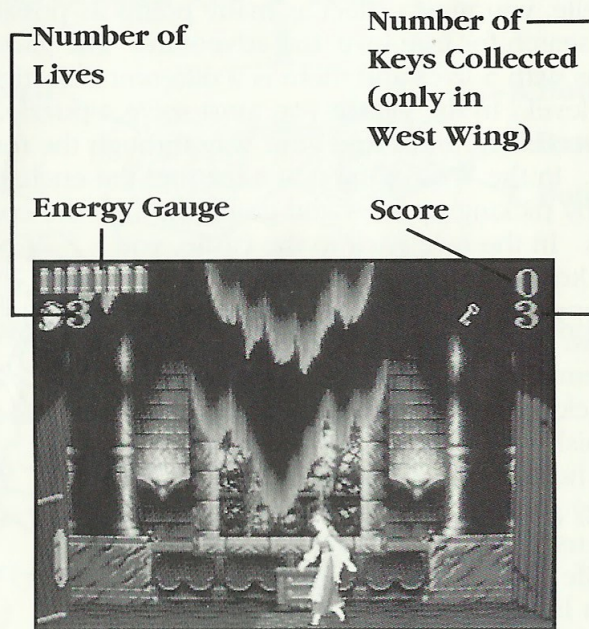
Object of the Game

As Belle, you must collect as many points as possible on your search for true love and adventure. The game begins with 5 lives and there is a different objective to each level. In the village you must solve a puzzle. In the woods you must find your way through the forest maze. In the West Wing you must find the enchanted rose by picking up keys and going through the correct doors. In the race back to the castle, you must keep from getting thrown by Philippe and avoid the dangers of the woods. Belle can speak to villagers, pick up items and avoid enemies by jumping or ducking. Belle's energy gauge will diminish with each hit she takes. If she loses her entire energy gauge, Belle uses up one life. When Belle picks up books she gets extra energy; when she picks up a Belle head she gets an extra life. Your goal is to complete all the levels and proclaim your love to the Beast so he can become a human Prince again.





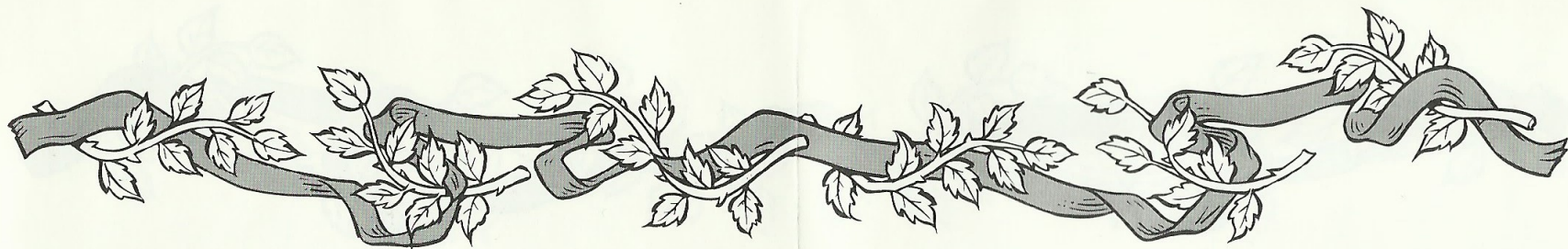
Game Play Screen



Scoring

Belle gains points for accomplishing tasks. She will get points for finding objects, solving puzzles and finishing bonus stages.

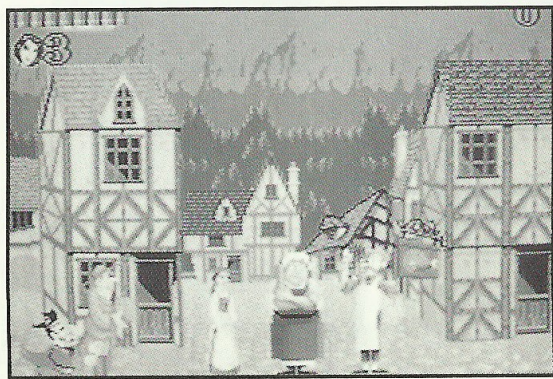




Part One: The Village

Belle's journey begins in her village where she is longing to leave her provincial life in search of adventure and true love. She explores the village on her way to the bookstore and speaks with villagers on the way.

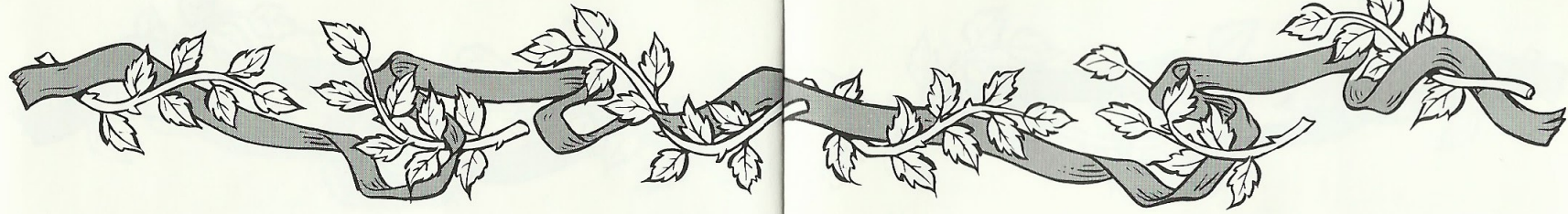
In her conversations with the villagers, Belle will find clues that will help her solve a problem faced by the village. The only danger she finds in the village is the persistent Gaston who wants to make Belle his bride. Belle can avoid Gaston by ducking into doorways that have a path in front of them. She will peek her head out until the coast is clear.



In the Bonus stage Belle is offered a beautiful storybook displayed in the bookseller's window. In order to get the book, Belle must organize the books on a bookcase. Books will fall from the top of the bookcase. Belle can move left and right with the directional pad to catch the books. On the ends of the shelf are bookends which can be moved using Up and Down on the direction pad. The goal is to group the books according to color. The books will be placed on the shelf with the bookends on it after Belle catches them. She will get points for the number of books she has caught and grouped by color.

When Belle returns home she finds that her father has left for the fair. When their horse Philippe returns alone, Belle rides into the woods in search of him.



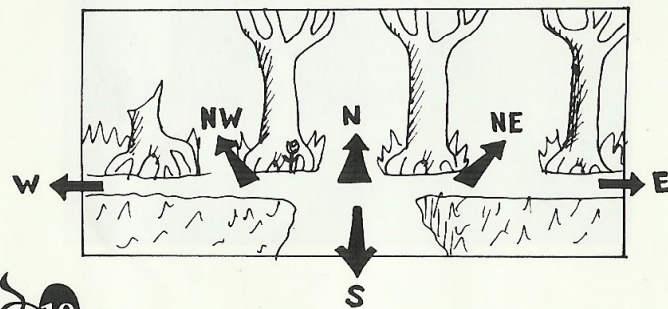


Part Two: The Forest Maze

After discovering her father is missing, Belle decides to let her trusty horse Philippe lead her to him. When they reach the forest, Philippe is spooked and throws Belle to the ground. Philippe disappears into the woods, leaving Belle alone.

The forest is eerie and confusing but Belle decides to continue her search on foot. Each clearing looks much like the last, Belle finds it hard to tell if she's progressing or going round in circles. There are many forest creatures on the prowl ready to attack the defenseless girl. Belle must avoid these creatures as well as the thorns that seem to grab at her clothing.

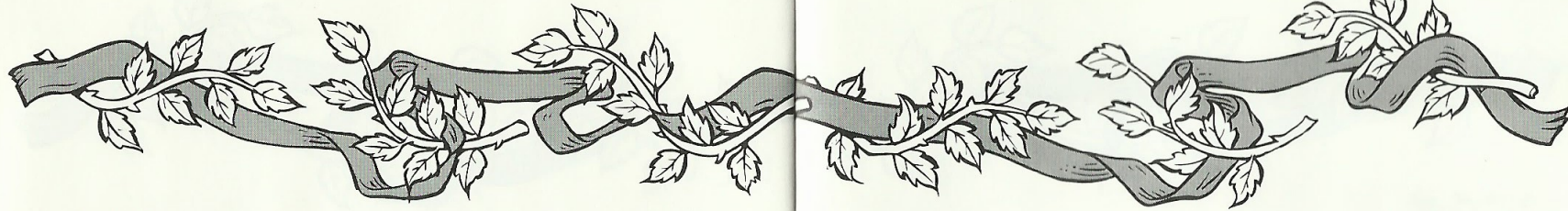
The paths in the forest lead in several directions. When Belle has reached the end of a path she will see several more paths. The path in the middle leads North. The path to the left of the screen leads Northwest and the path to the right of the screen leads Northeast. By walking off the screen to the left Belle will travel West. Walking off the screen to the right leads Belle East. The path at the bottom of the screen leads South.



With any luck, Belle will make her way out of the forest, finding refuge in an old castle where her father is being held. She quickly discovers that the castle is home to a ferocious beast who harbors a hideous secret. The beast imprisons Belle when she offers herself in exchange for her ailing father.

In the bonus stage Belle walks into the middle of a frantic feast in preparation. To Belle's surprise, the plates and utensils are moving by themselves. Belle must avoid the flying utensils so the feast will not be delayed.



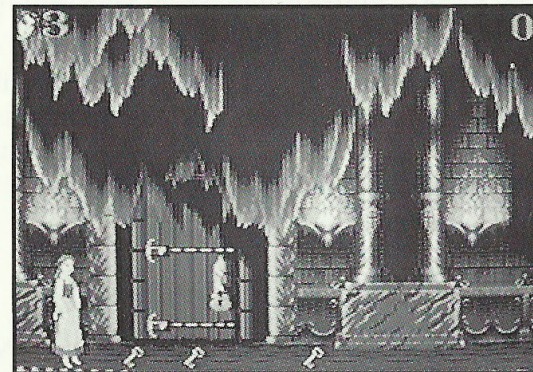


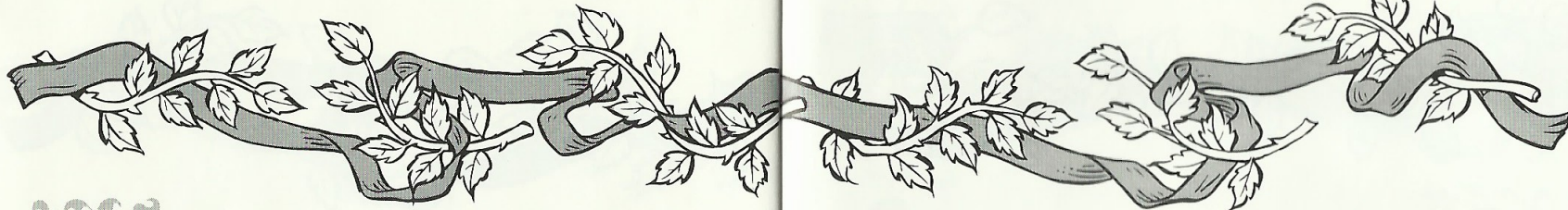
Part Three: The WestWing

Against the instructions of the Beast, Belle decides to explore the West Wing of the castle. She is searching for the mysterious secret the Beast is carefully guarding and not eager to speak of — the enchanted rose that keeps the Beast trapped in his monstrous form.

This part of the castle has been badly neglected by the Beast and is thick with dust and dirt. There are many rooms to explore and some contain useful items such as keys that unlock doors and a magical mirror. Belle must use all of these items in order to find the rose. Light cast on the floor indicates a doorway and Belle can admire the beautiful view from out on the balcony. Belle must not let any of the enchanted servants find her wandering in the West Wing or else she'll get sent back to the beginning of the level.

In the Bonus stage Belle and Beast dance together in the ballroom as they collect falling petals for points. Belle earns bonus points for the number of petals she picks up.





Part 4: Return to the Castle

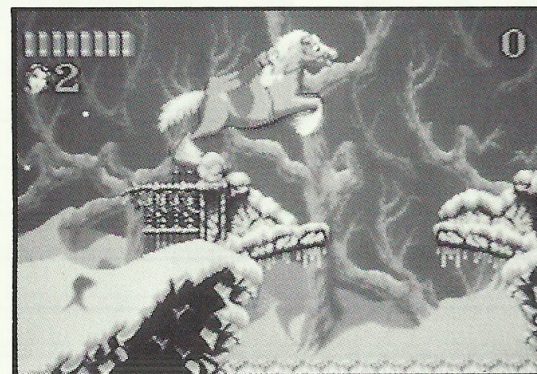
When Belle looks into the magic mirror she sees her father in trouble. Belle leaves the Beast and the castle to return to her father. Gaston has convinced the villagers to attack the castle. Immediately, Belle gets on Philippe to warn the Beast.

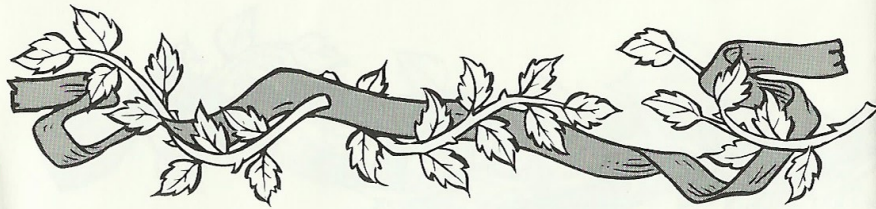
Belle and Philippe must jump across cliffs, over dilapidated bridges and across rivers while avoiding man traps and bats. If Belle gets thrown by Philippe she must start at the beginning of the woods.



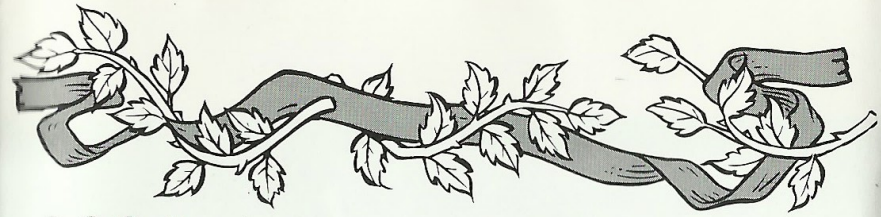
Once Belle has made it through the woods, she finds the Beast wounded by Gaston. She finally proclaims her love, transforming the Beast into a human prince.

In the Bonus stage Belle and the Prince dance together in the ballroom as they collect falling petals for points.





Scores



Scores

Patents: U.S.#s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244;
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302;
Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999;
France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).