

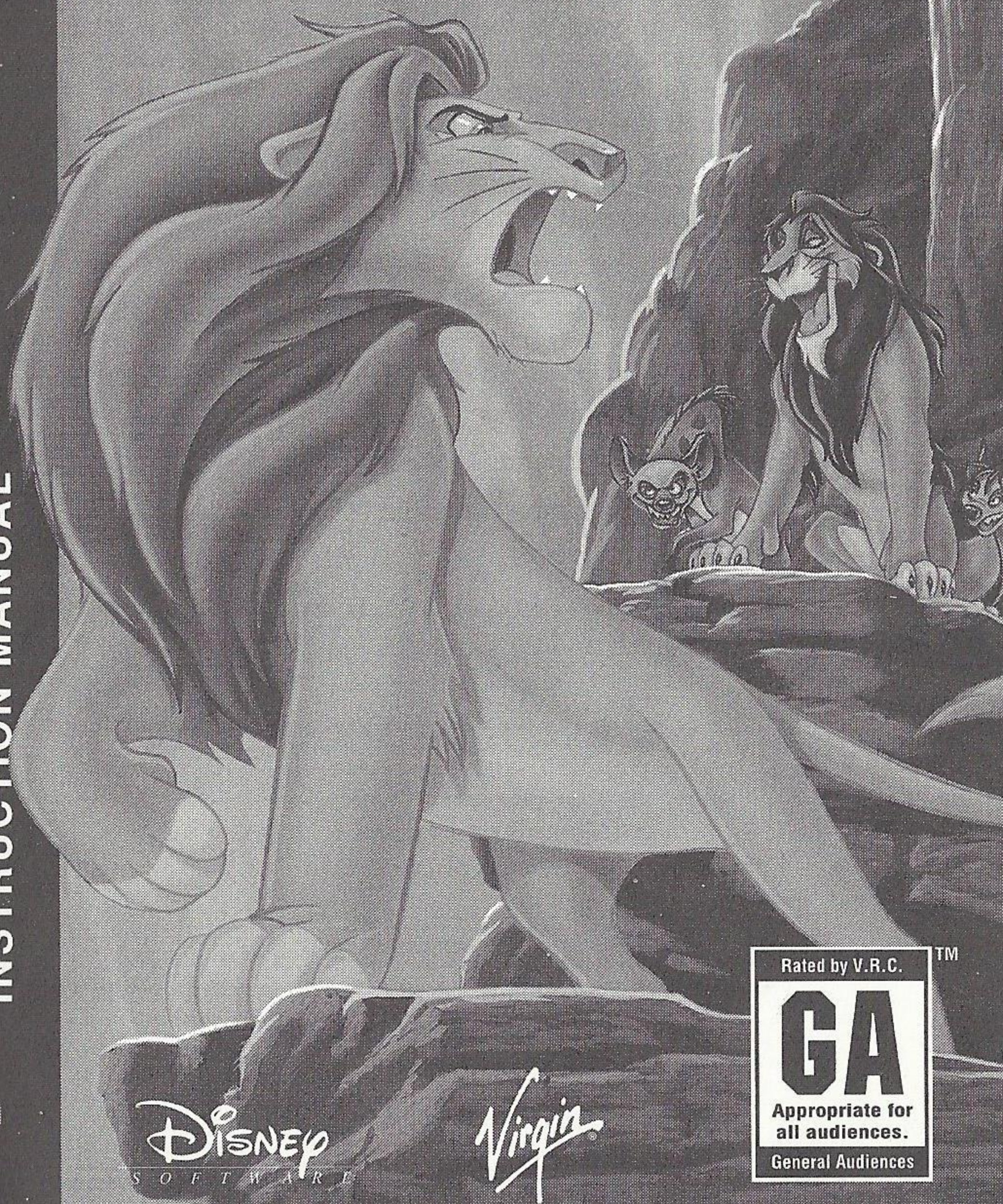
SEGA™

# GAME GEAR™

INSTRUCTION MANUAL



## THE LION KING



Disney  
SOFTWARE

Virgin

Rated by V.R.C.™

**GA**

Appropriate for  
all audiences.

General Audiences



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## **EPILEPSY 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 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.**

## **HANDLING YOUR CARTRIDGE**

- ✦ The Sega cartridge is intended for use only on the Sega Game Gear.
- ✦ Do not bend the cartridge, crush it or get it wet.
- ✦ 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 cartridge.

## **FRENCH INSTRUCTIONS**

For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342

## **SEGA'S GAMEPLAY HOTLINE**

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**1-415-591-PLAY**

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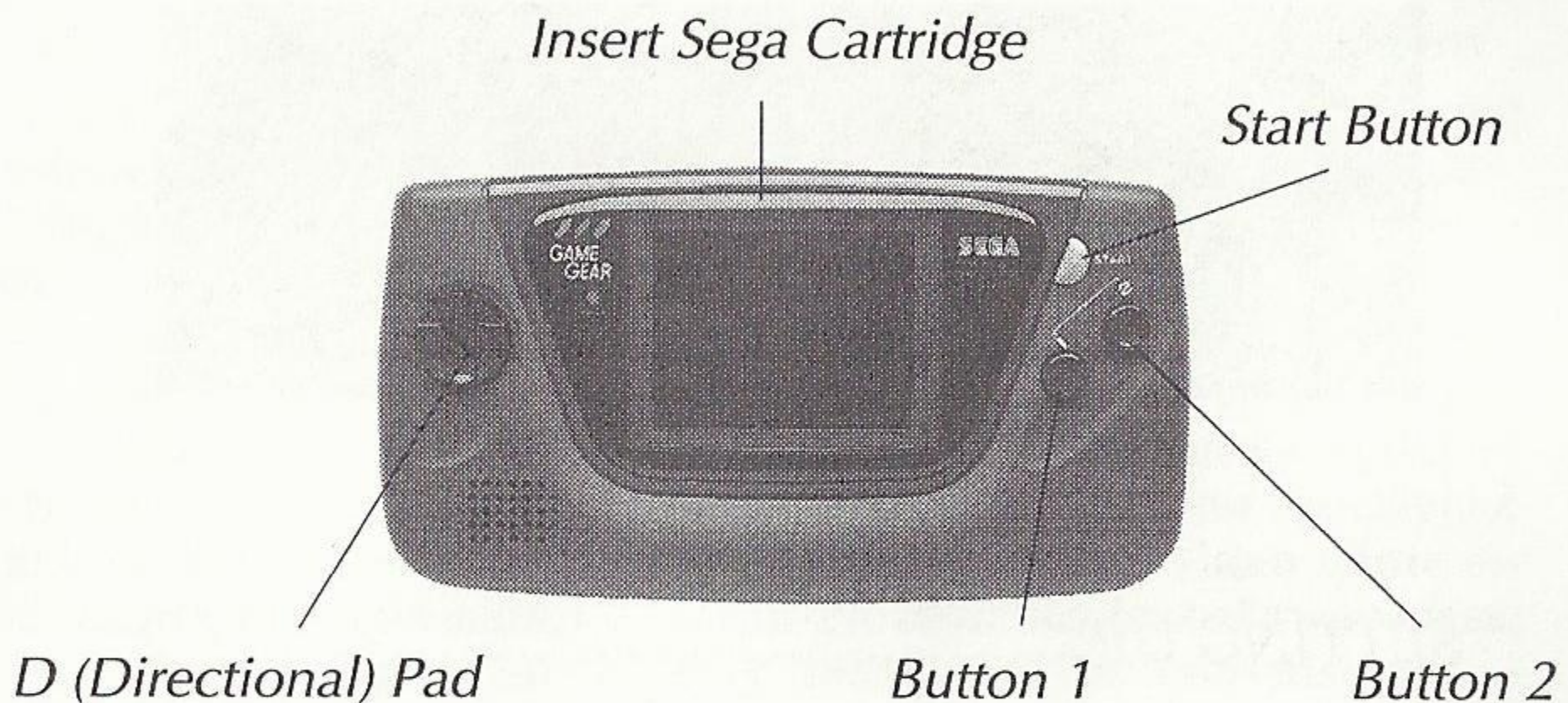
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# SETTING UP



***Always turn the power switch OFF  
before inserting or removing the cartridge.***

1. Set up your Sega™ Game Gear™ and make sure the power switch is off.
2. Insert the game cartridge firmly into your Game Gear.
3. Turn the power switch on. You'll see the SEGA logo, then the Title screen, and finally the Start Game screen.

***If you don't see the SEGA logo, turn the power switch OFF.  
Make sure the cartridge is firmly inserted in the Game Gear,  
and then turn the power switch ON.***

4. The Start Game screen has two choices:

**START  
OPTIONS**

With the marker on START, press the Start button to begin Simba's adventures!



# TAKE CONTROL!

- Start the game ..... **Start**
- Run ..... **D-Pad right/left**
- Look up/crouch ..... **D-Pad up/down**
- Roll ..... **D-Pad down + right/left**  
(young Simba only)
- Pounce/jump ..... **Button 1 (Jump Button)**  
Try a running jump for greater distance and height.
- Roar ..... **Button 2 (Attack Button)**
- Slash ..... **D-Pad up/down + Button 2**  
(adult Simba only) or **Button 1 + Button 2** for  
a jumping slash
- Paws/resume ..... **Start**

See the Options menu (page 4) to switch the moves for Buttons 1 and 2.

## *SWINGIN' SOMERSAULT*

- Jump to grab a rhino's tail.
- While Simba is swinging, press the **Jump Button** to spin high into the air.
- Simba's full of energy! Find out what other things he can swing on.



## *LION CLIMB*

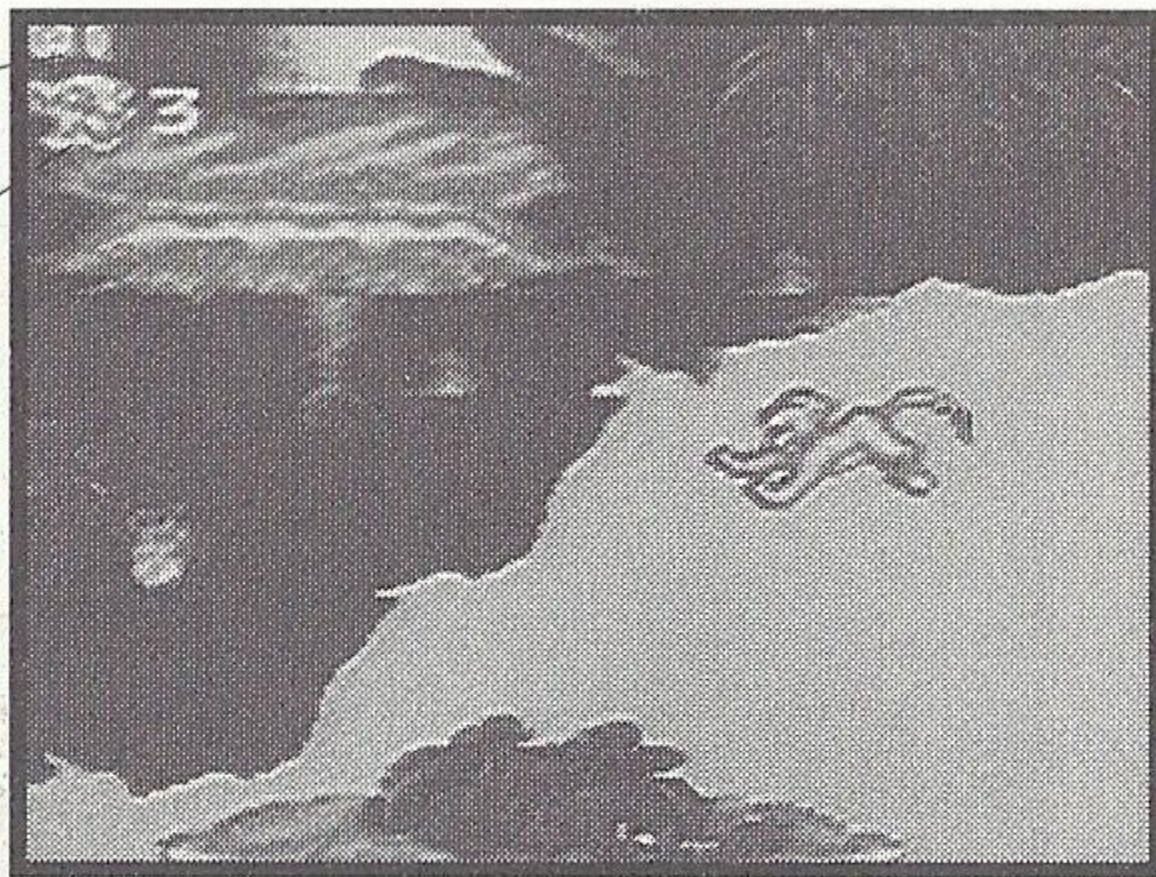
- Jump to a high ledge.
- If Simba doesn't quite make it, he will grab the ledge with his claws and pull himself up.



# GAME SCREEN

*Circles  
of Life*

*Chances*



## *CIRCLES OF LIFE*

These symbols show Simba's health. As long as he has them, he can fight. The symbols vanish as Simba is injured.

If all the symbols vanish, Simba loses one Chance. Collect Lady Bugs, Flies and Butterflies to restore Simba's Circles of Life (see page 7).

## *CHANCES*

Chances show how many times Simba can return to the battle after losing all his Circles of Life.

If Simba loses all his Chances, the adventure is over.  
(See page 11 for Continues.)



# BUGS

Bugs come in many flavors, including butterflies, crickets and fireflies. Many of them give Simba extra powers. Watch out — some bugs are bad!

- **Crickets** increase the power of Simba's roar.
- **Rhinoceros Beetles** increase Simba's strength. Every slash inflicts twice as much damage as normal for a short time.
- **Fireflies** make Simba invincible for a short time.
- **Lady Bugs** and **Flies** restore Simba's health by one-quarter Circle of Life.
- **Butterflies** completely restore Simba's health.

# POWER-UPS

Besides bugs, Simba should also collect as many power-ups as possible. Look for these throughout the Pridelands:

- Picking up a **Simba** gives you an additional Chance. You can have up to 9 Chances at a time.
- Find a precious **Diamond** in any scene and you'll be whisked into Pumbaa's bonus round when you finish the level. (See page 11.)
- Find **Continue Symbols** to receive additional Continues that let you resume a game. (See page 11.)

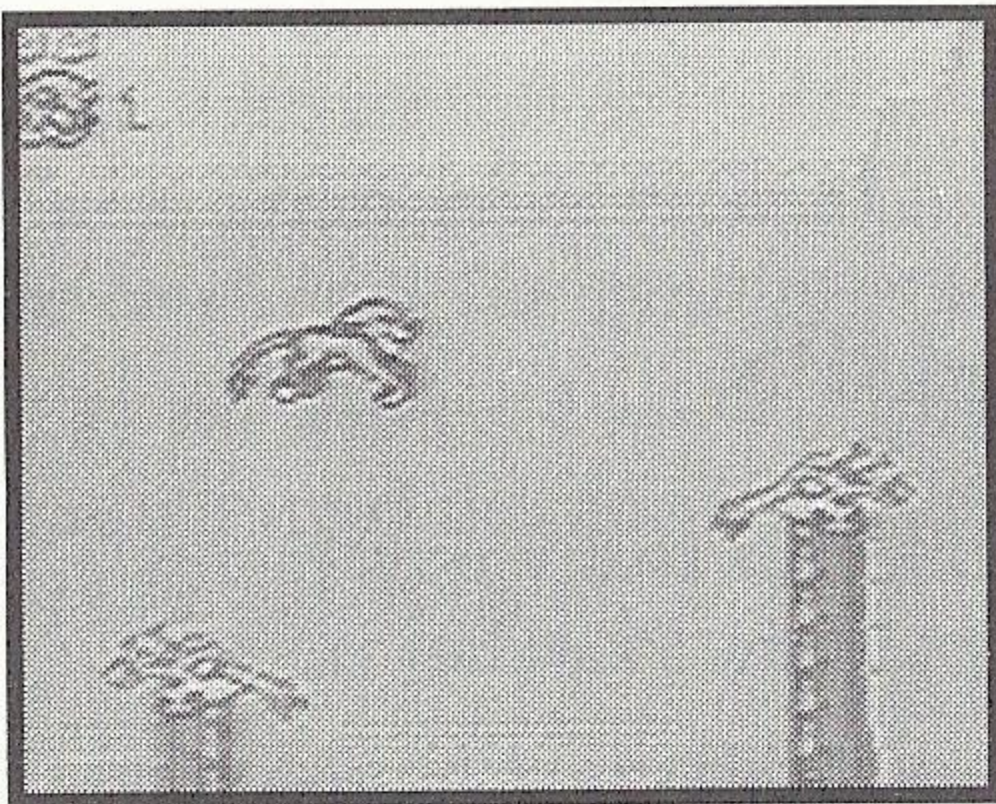


# SIMBA'S KINGDOM



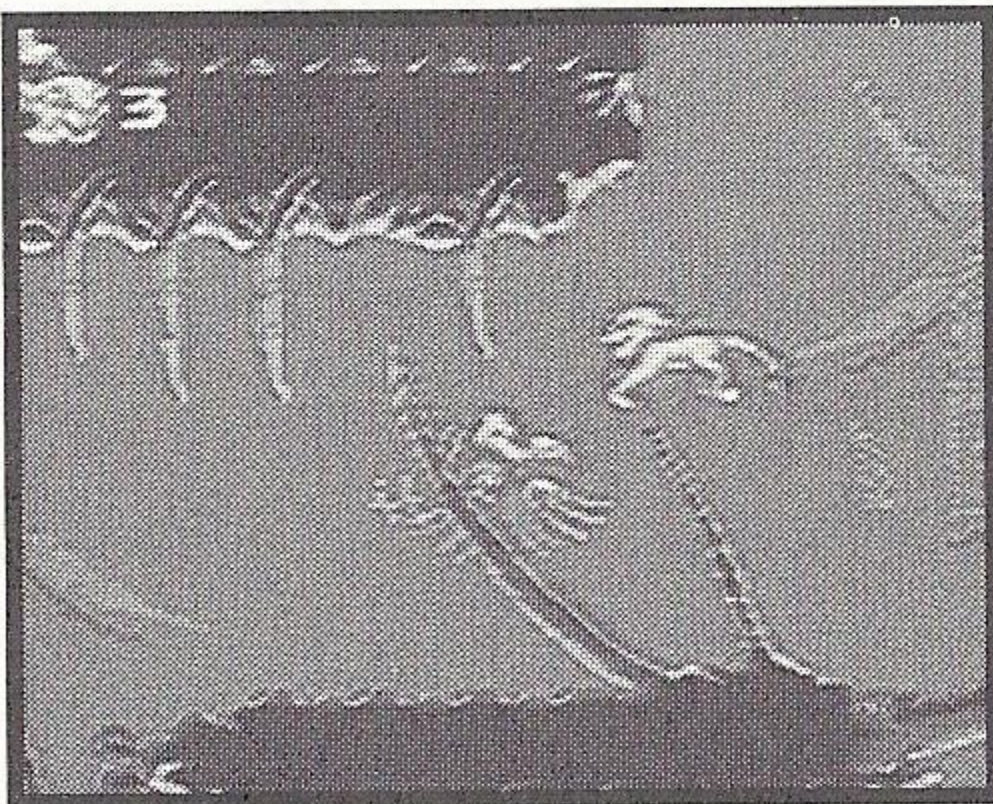
## THE PRIDELANDS

Curious young Simba "gets a jump" on exploring the craggy ledges of his home. Porcupines and tongue-snapping monitor lizards have staked out their territory, too. Swing on the tree roots sticking out of the rocks to somersault higher!



## THE MANE EVENT

The old watering hole has its "highs" and "lows." Swing on Rhinoceros tails and get "ahead" by jumping on giraffe noggins and hopping through high branches. It's fun to ride an ostrich!



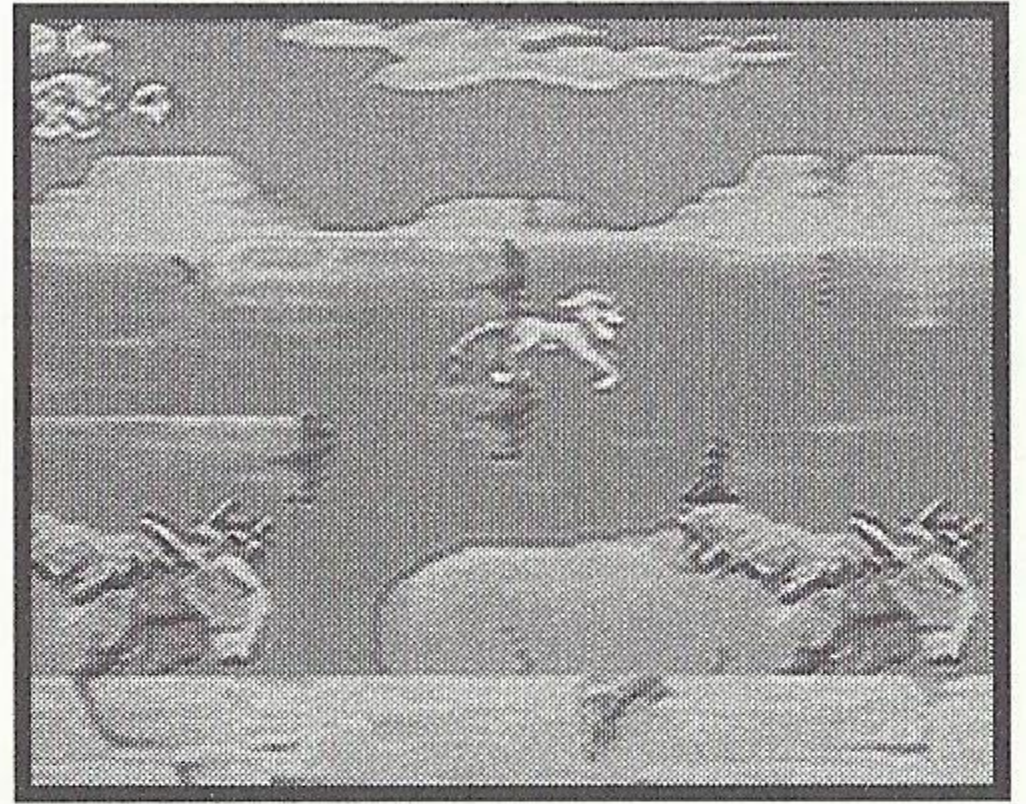
## ELEPHANT GRAVEYARD

Dark, forbidding caves are loaded with the bones of long-gone elephants. Simba uses them as a jungle gym! Hyenas and vultures dart from eye sockets and other hiding places. Watch out, or they'll turn Simba into a royal feast! This is no place for a prince!



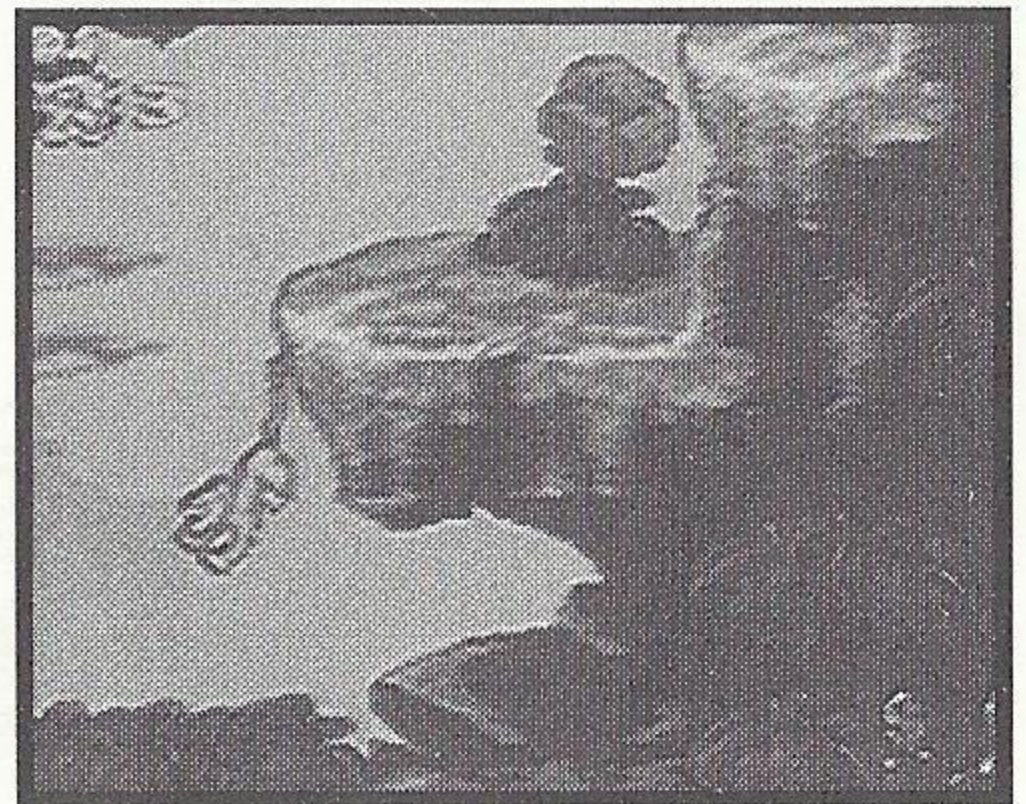
## STAMPEDE

Wicked scar lures Simba to a ravine, and starts a wildebeest stampede! Simba must outrun the wild herd while searching for cover from the sharp hooves and horns! How quick are you at precision jumping?



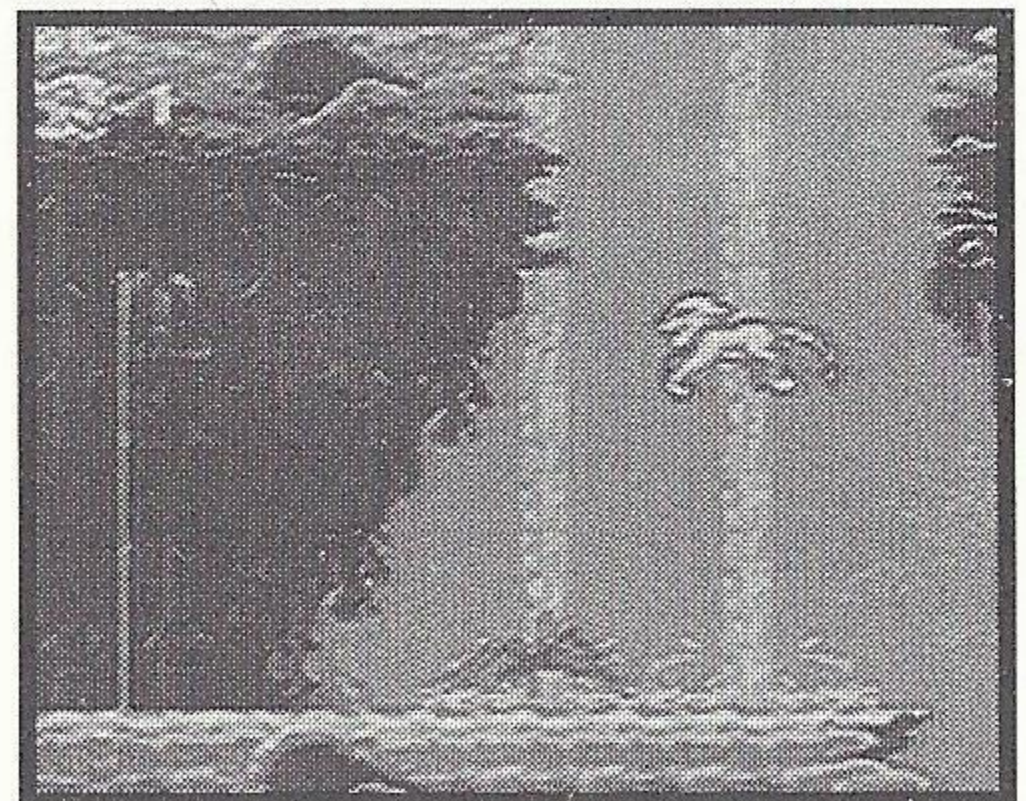
## EXILE

Simba is told to leave Pride Rock and never return! Sadly he picks his way down the treacherous side of the gorge, where more porcupines and monitor lizards lurk. Watch out for the avalanche of rocks the mean hyenas are hurling from above!

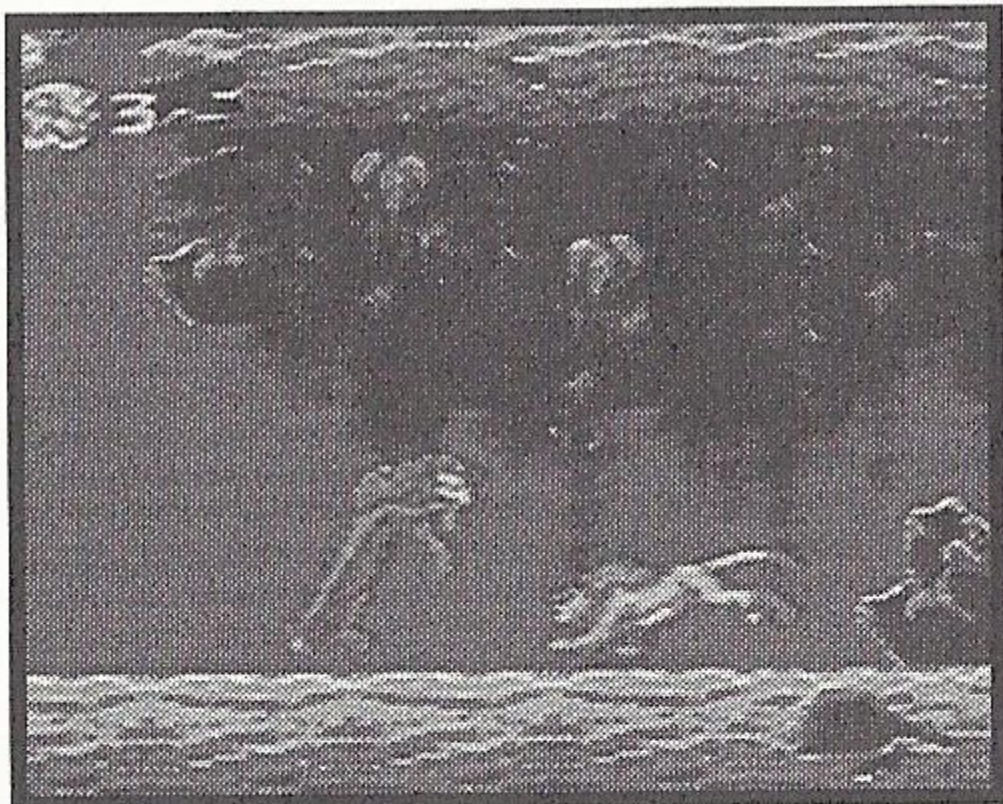


## HAKUNA MATATA

The lush jungle playground has huge trees, soft wet piles of leaves, water slides and a river running through it. Eating bugs is the secret to life! Snakes, spiders and diving hippos make Simba "hop to it" to keep his footing on the slippery rocks.







## SIMBA'S DESTINY

Simba, now full-grown, chases Rafiki through tangled roots, difficult jumps, spider webs and rocks to find his father. Some of the strongest enemies in the jungle stalk the shadows of this moonlit maze.



## BE PREPARED!

Bats, hurtling rocks, spider-web snares and lurking hyenas hound Simba as he battles his way back toward the Pridelands. Caught in a maze of caverns, Simba must figure his way out — without falling into the bottomless chasms!



## HYENA LAIRS

Only the outcroppings of foul hyena dens stand between Simba and Pride Rock. Rotting bones and plants blanket the rocks. Vultures and bats attack at every turn. Hyenas turn out in packs to prevent Simba from reaching the other side!

But once he does, Simba will face his evil uncle Scar for the final hair-raising episode in his quest to regain his rightful kingdom!

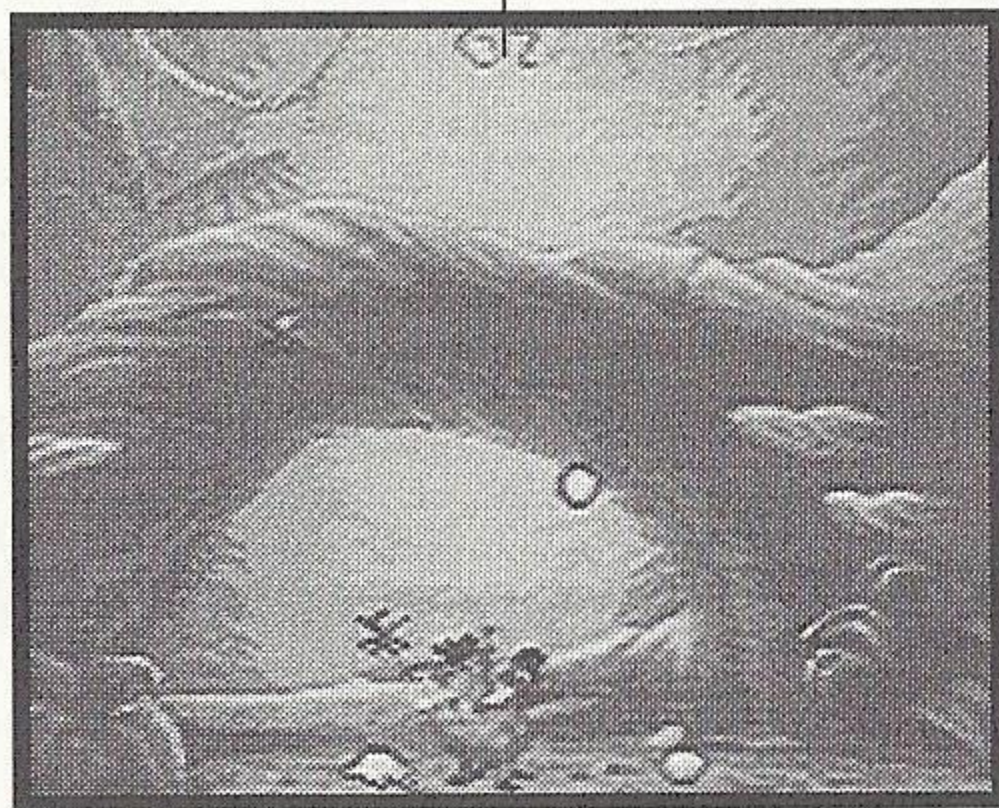


# PUMBAA'S BONUS ROUND

The Pridelands are full of surprises. The bonus round is one of the best! Help Simba find a Diamond, and you'll go on to the bonus round when you finish the level.

In the bonus round, make Pumbaa run back and forth to pick up the melon seeds that are falling all around him. You'll receive prizes if Pumbaa is good at seed-catching!

*Melon Seeds*



**Every 10 Melon Seeds = 1 Extra Chance**

Stay away from mosquitoes, spiders and other bad bugs. They can make Pumbaa lose some of his seeds!

## CONTINUES

Sometimes Simba will lose his last Chance. But all is not lost. If you have Continues, you'll be able to resume the game from the beginning of the last level you played.

When you see the Continue screen, press **Start, Button 1 and Button 2** to continue the game.



# CREDITS

## *SYROX*

<b>Producer:</b>	Ian Mathias
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<b>Product Manager:</b>	Chrissie Huneke Kremer
<b>Test Lead:</b>	Crisi Albertson
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<b>Manual:</b>	Carol Ann Hanshaw



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## **LIMITED WARRANTY**

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at  
**1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at  
**1-800-872-7342.**

**DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER.** Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

### **Repairs after Expiration of Warranty**

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### **Limitations on Warranty**

**Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.**

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