

SUNSOFT

SEGA
GENESIS

Disney's
Beauty
AND THE BEAST
Roar of The Beast



INSTRUCTION MANUAL

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



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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 Roar of the Beast 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.

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Roar of the Beast

Roar of the Beast illustrates the story of Disney's Beauty and the Beast through the eyes of a prince trapped in a monstrous form. For several years, the Beast has been living a hermit-like existence using only a few rooms of his enormous castle. His servants, the enchanted household objects, have kept busy looking after the Beast and his castle by keeping everything clean and tidy. Everything, that is, except the West Wing. Since that fateful day of the enchantment the Beast has forbidden anyone to enter the West Wing.

In Roar of the Beast, the Beast will battle invading creatures inside the castle to protect the enchanted rose, fend off angry forest animals to save Belle, and protect the castle and himself from the attacking villagers. His final battle will be against the strong and determined Gaston on the rooftops of the castle. Once Gaston is defeated, Belle's love will break the spell and the Beast and his servants will transform back into human form.

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:

- Left, Right** — Move Beast left and right
- Up** — Stand upright
- Down** — Duck/move to all fours (Beast moves faster when on all fours)

A Button — Swipe when standing (hold the A Button down for a stronger swipe)

Crouched attack when on all fours

B Button — Jump

C Button — Roar (Stops enemies in their tracks by scaring them stiff!)

B Button then A Button — Pounce

Down + B — Drop through a platform when on all fours

Start Button — Begin game
Pause game

Object of the Game

As the Beast, you must collect as many points as possible in each level. Points can be gained by defeating creatures and completing bonus stages within the time limits. Each game begins with 3 lives and 1 continue option. The Beast's energy gauge will deplete with each hit he takes. Hits will have variable strengths. If Beast completely loses his energy gauge, he must start over at the beginning of the level and has one less life. The Beast has a variety of attack techniques. When on all fours, he has a crouched attack. When standing, he can swipe. If he jumps then presses the A button, he will pounce on the enemy. In some of the levels he will be limited as to which techniques he has available. The Beast must also maintain his health bar by collecting certain power ups. Each level description describes the enemies the Beast will face as well as his limitations.



Power Ups



Blueberry — Invincibility for a few seconds



Violet Grapes — Increase Energy



Golden Apple — Extra Life



Deadly Nightshade (Black) —
POISON: Energy Bar
decreases

Game Play Screen

Number
of Lives

Number of
Roars

Energy Gauge

Score



Part 1: The Castle

Deep in the dark woods the Beast lives out his cursed existence alone, except for the presence of his loyal servants who also suffer from the witch's enchantment. When a terrible storm hits the castle, some animals from the nearby woods enter the castle and become enchanted as well. The Beast rushes to the West Wing to protect the Magic Rose from the enchanted creatures.

The Beast must defeat the creatures he encounters in each room in order to proceed to the next room. In the once ornate dining room the Beast confronts a bear. Although the bear is larger and stronger, it is slow and stupid. The balcony room which contains the magical rose in its glass case is now home to a giant boar. The Beast must stop the boar from charging the pedestal holding the rose. If the glass case breaks, the Beast will never return to human form.



Bonus Stage: Also in the balcony room is a large stained glass window. Over the years the panes have been blown down by the wind but are not damaged. The Beast must pick up each piece and place it back in its correct place. He must place each piece before the time runs out — Cogsworth's face shows how much time is left. For the successful completion of this puzzle, 1 continue is awarded.

- A Button selects piece and places piece
- B Button flips piece left and right
- C Button flips piece up and down

Soon after, the Beast discovers Maurice in the castle and throws the intruder into the dungeon. When Maurice's horse Philippe returns alone Belle realizes her father is in trouble. Belle takes Philippe into the woods to find her father.



Part 2: The Snowy Forest

Time has passed and Belle breaks her promise by leaving the castle. Belle is trapped in the woods, but the Beast hears her cry for help and rushes to her aid.

In the snow-covered forest the Beast can no longer walk on all fours. He will encounter many bears and wolves during his search. The direction of the wind will affect the power of his jump. Some paths will be blocked with traps or bridges will collapse. Blocking the way from Belle is a huge wolf that must be defeated.



Part 3: The Villagers Attack

In the bonus stage, Beast must catch falling rose petals to restore his lost health. The number of petals collected within a sixty second period will represent his maximum strength in the next level. He will also receive points for the number of petals collected.



Part 3: The Villagers Attack

Gaston incites the villagers and they rush the castle. The Beast's loyal servants desperately try to think of a way to stop the oncoming villagers. The servants wait until the villagers have entered the castle, then spring their ambush.

The Beast must get the help of his enchanted servants to defeat all of the villagers. Because he can no longer swipe, the Beast's strategy is to lure the villagers into the range of a servant on either end of the screen. When upright, he can throw the villagers behind him by using the A Button. When on all fours, he swats the villagers ahead of him by using the A Button. His servants will attack the villagers just enough to scare them out of the castle.



During the attack villagers have scattered the Beast's valuables all about the castle. In the bonus stage he must run around and collect as many objects as possible within a limited time.



Part 4: The Rooftop

In the final battle, the Beast must find Gaston on the rooftop while avoiding the arrows Gaston shoots at him and the torches villagers throw at him. Once found, the Beast and Gaston will leap from rooftop to rooftop trying to throw the other to his death. When Gaston gets hit he will run off to another level. Gaston will be able to survive three falls before he loses a life. Lives are lost when a character is thrown off the roof or when their health is reduced to zero. In order to beat Gaston, the Beast must be a master of combat and know the layout of the roofs very well.



Book

Once Gaston is defeated, the spell is broken and the Beast begins transformation into his human form. While he is in this state he can also return his servants to their human forms. He must run through the castle, find each servant and touch them with the magic aura surrounding him. He has a limited time to find all of his servants.





Scores

Scores

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