

Nintendo®

GAME BOY®

DMG-AHCE-USA

Disney's HERCULES

Instruction Booklet



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HERO IN THE MAKING

You are Hercules...

**the strongest man on
Earth. After learning of
your true origins, you are
informed by the mighty
Zeus that no mortal may
join the gods unless he
has proven himself a hero.
So, the adventure begins.**



**Do what you must
to pass each of your
deadly tests, become a
true hero and take
your rightful place
on Mt. Olympus!
The gods are
watching...**

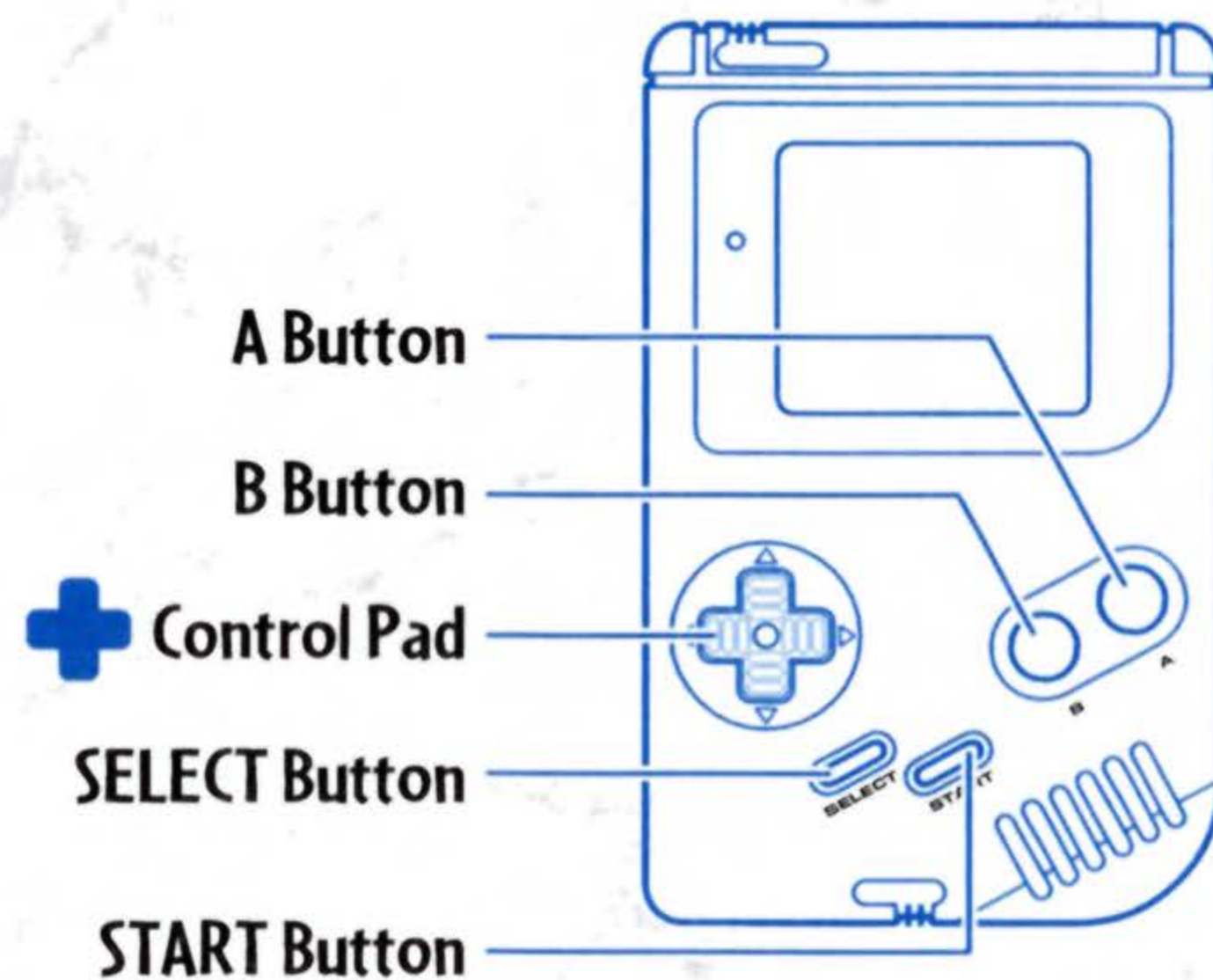




GETTING STARTED/KONTROLS



1. Turn OFF the power switch on your Nintendo Game Boy. Never insert or remove a Game Pak when the power is on.
2. Insert the **Disney's Hercules** Game Pak into the slot on the back of the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo logo should appear. [If you don't see it, begin again at step 1.]





KONTROLS



A Button: Sword sweep/stab; Run Left/Right (with Control Pad Left/Right); Shoulder Charge (while running)

B Button: Jump; Jump Left/Right (with Control Pad Left/Right); Running Jump Left/Right (with Control Pad while running); Stomp Move (with Control Pad Down)

Control Pad Right: Walk Right; Run right (with A Button); Crawl right (with Control Pad Down).

Control Pad Left: Walk left; Run Left (with A Button); Crawl left (with Control Pad Down)

Control Pad Up: Climb Up; Sword sweep Up (with A Button).

Control Pad Down: Duck; Drop; Crawl (with Control Pad Left/Right)

START Button: Pause/Un-pause





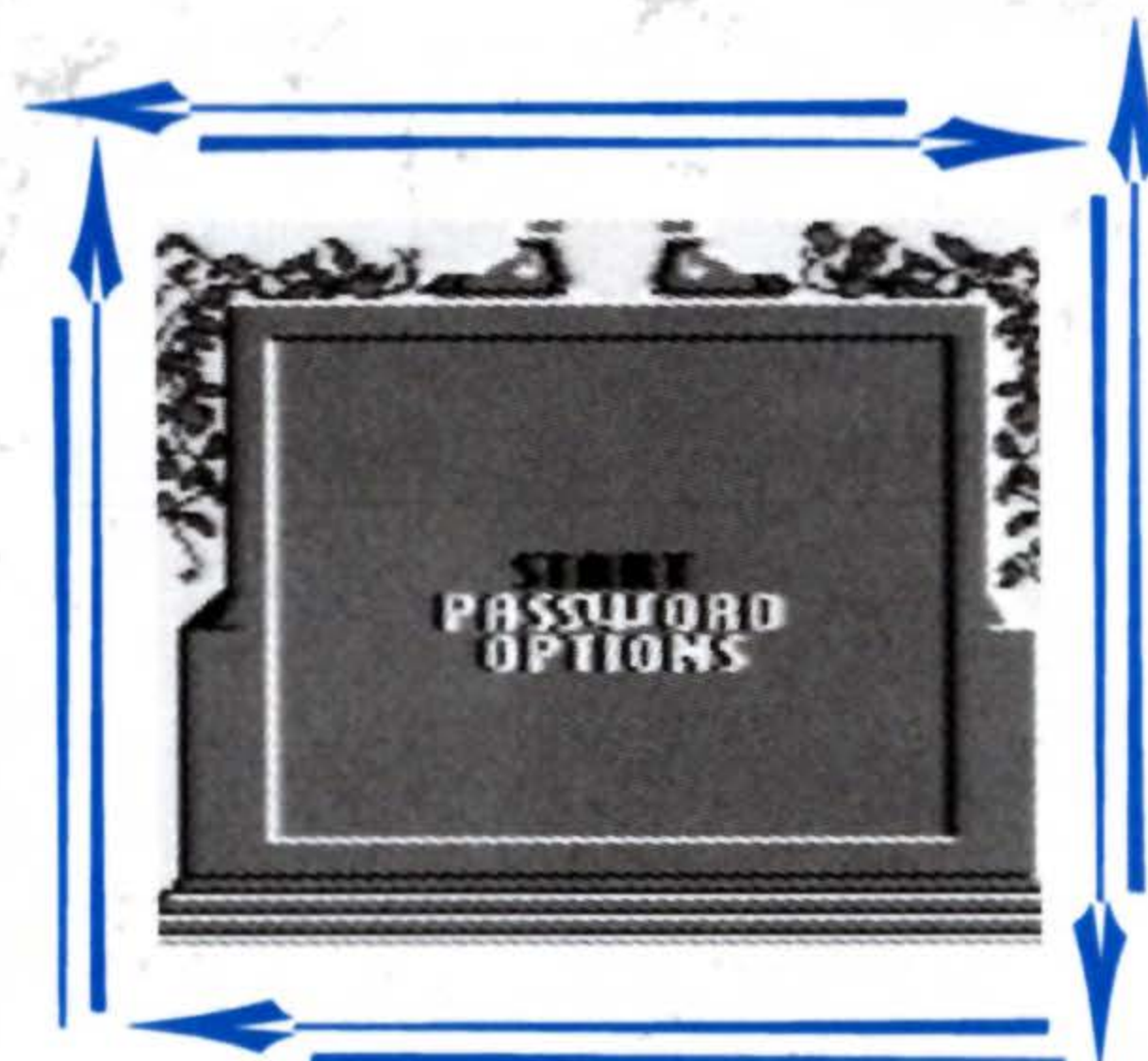
OPTIONS AND PASSWORDS



At the opening menu screen, you may use the Control Pad Up/Down to highlight START, PASSWORD or OPTIONS. Highlight START and press any button to begin the game.

If you have a password to start at a certain level, highlight PASSWORD, press any button, and enter your password. Press the START button to commence play at the beginning of that level.

Highlight OPTIONS and press the Control Pad Left/Right to toggle the music and/or the sound effects on or off.





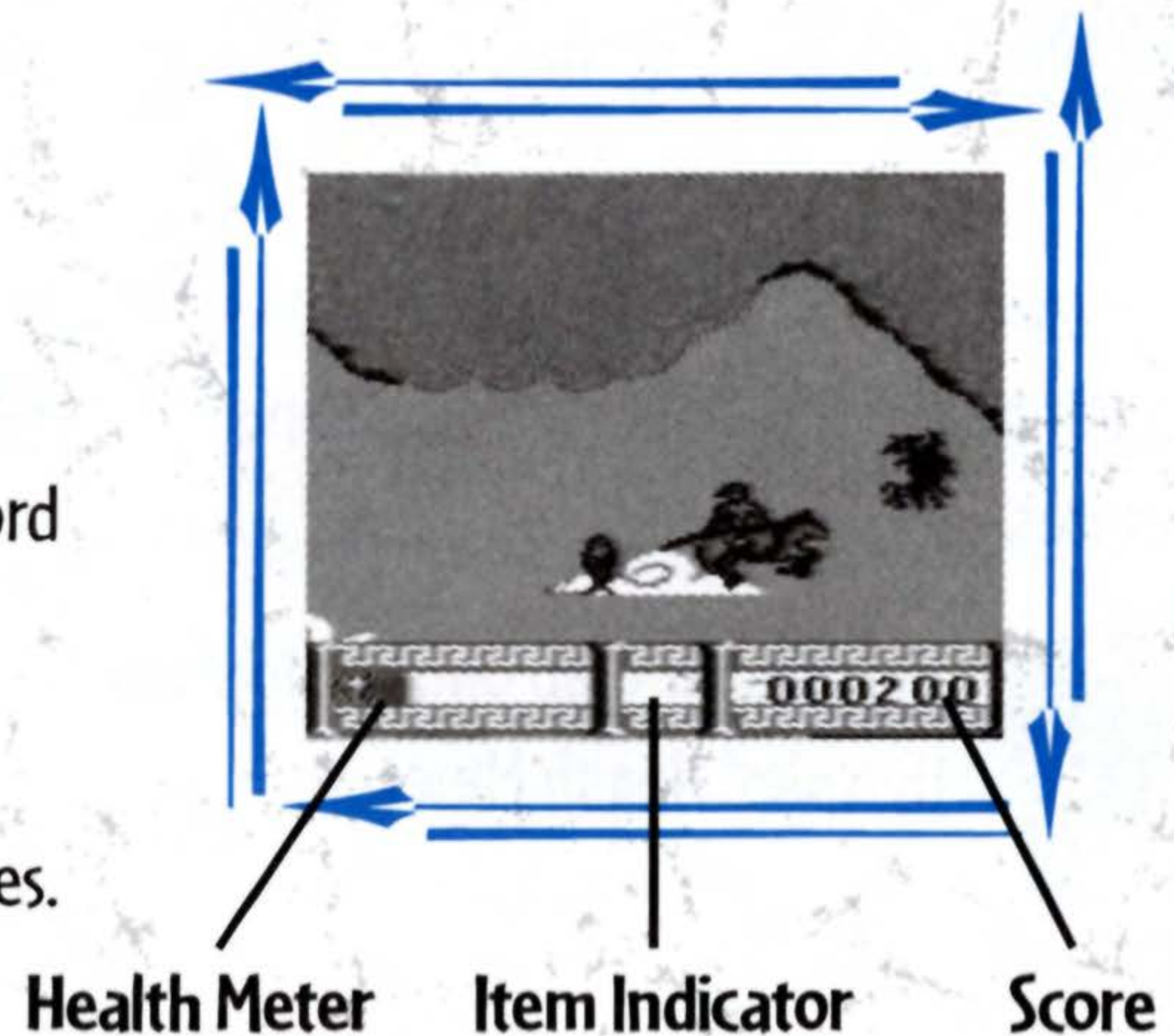
THE GAME SCREEN



Health Meter: This meter shows Hercules' strength. When the health meter is empty, Hercules' quest is over.

Item Indicator: Displays the items that Hercules has picked up during his adventures, such as the Fire Sword or shield.

Score: Indicates points Hercules has earned for defeating enemies or successfully navigating obstacles.





SPECIAL ITEMS

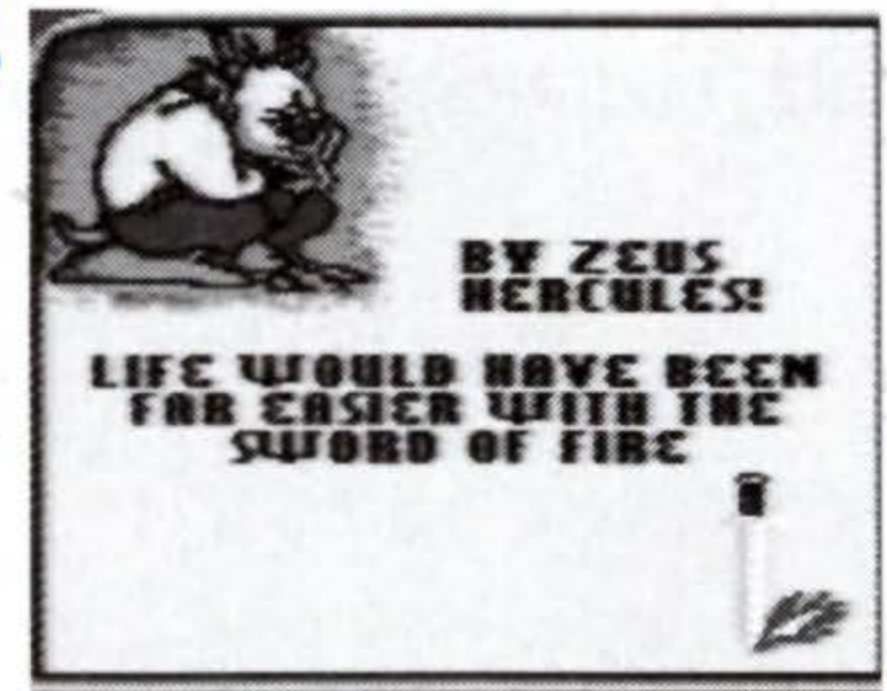


Shield: Collect these to protect Hercules from enemy attacks.

Fire Sword: This powerful weapon allows Hercules to hurl projectiles at marauding creatures.



Herculade: Grab one to replenish Hercules' Health Meter.



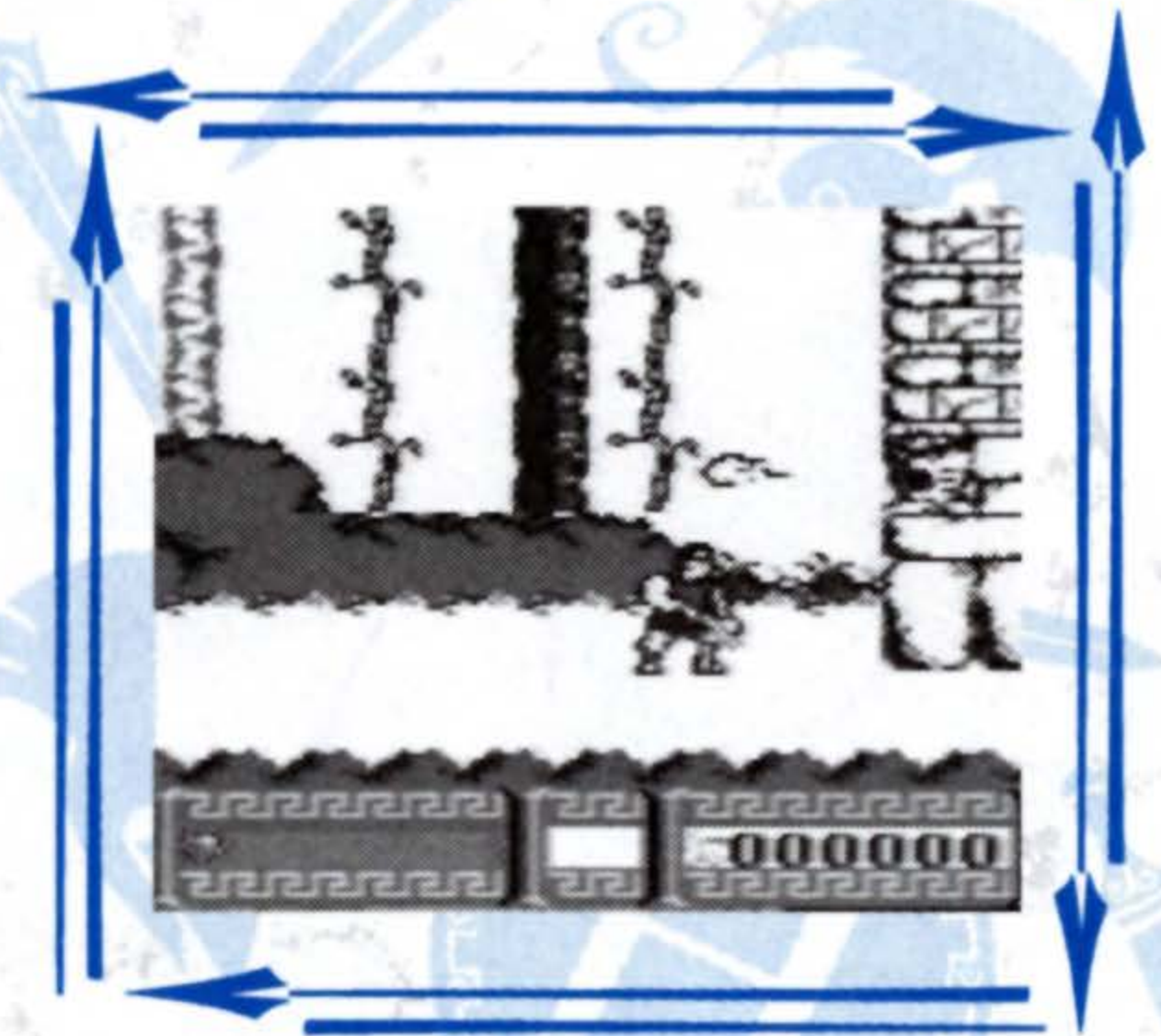


LEVELS



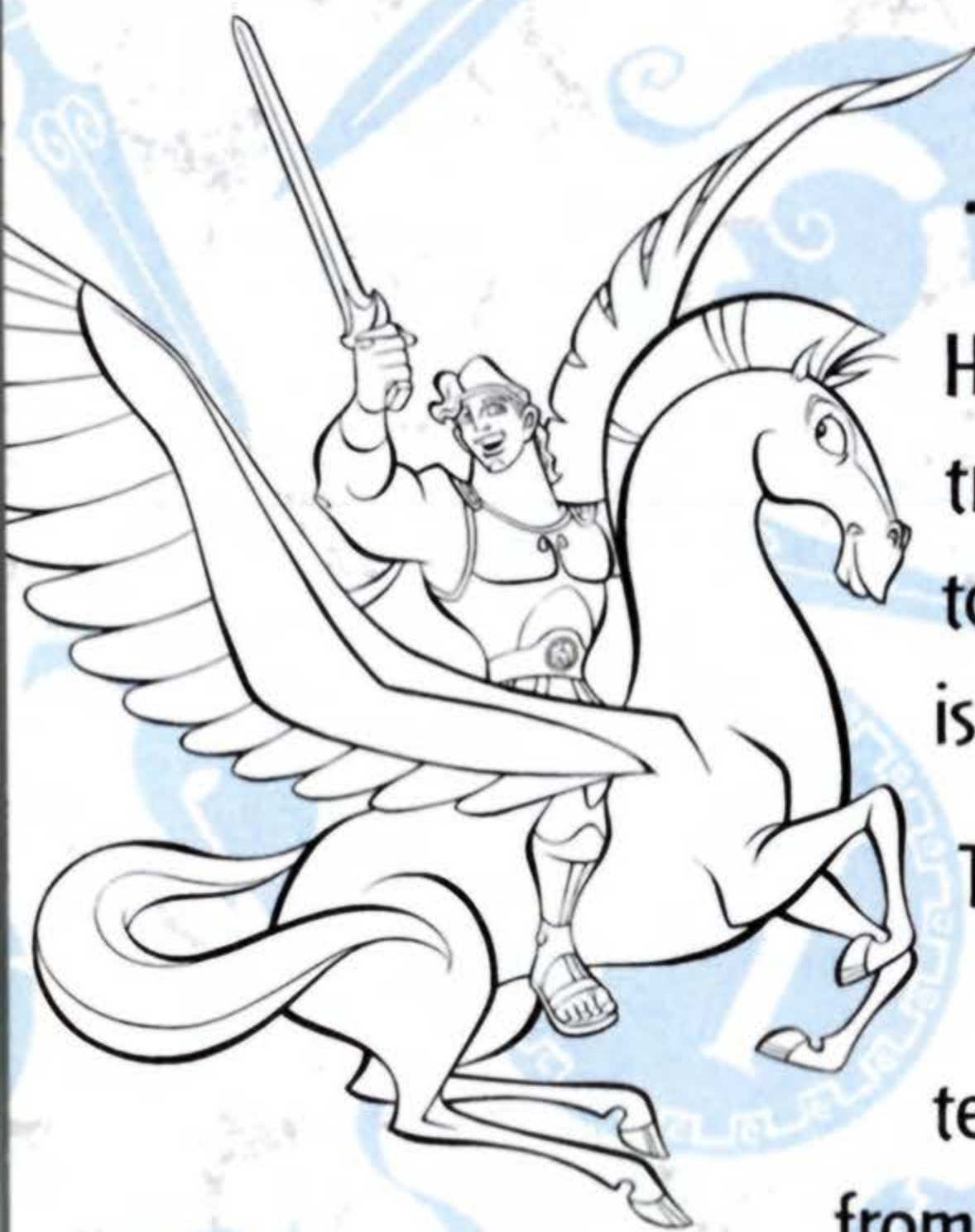
THE ISLE OF IDRA

Before Hercules can tackle the challenges that await, he must attain the skills he will need to become a true hero. He goes to the Isle of Idra, a lush island infested with numerous nasties, to train under Philoctetes, the great hero trainer. Here Hercules must perfect his jumping, ducking, and sword play among the rocks and vines of the island. At various points in the level, Phil will appear to offer Hercules valuable advice on how best to complete his tasks.



Listen to him carefully!

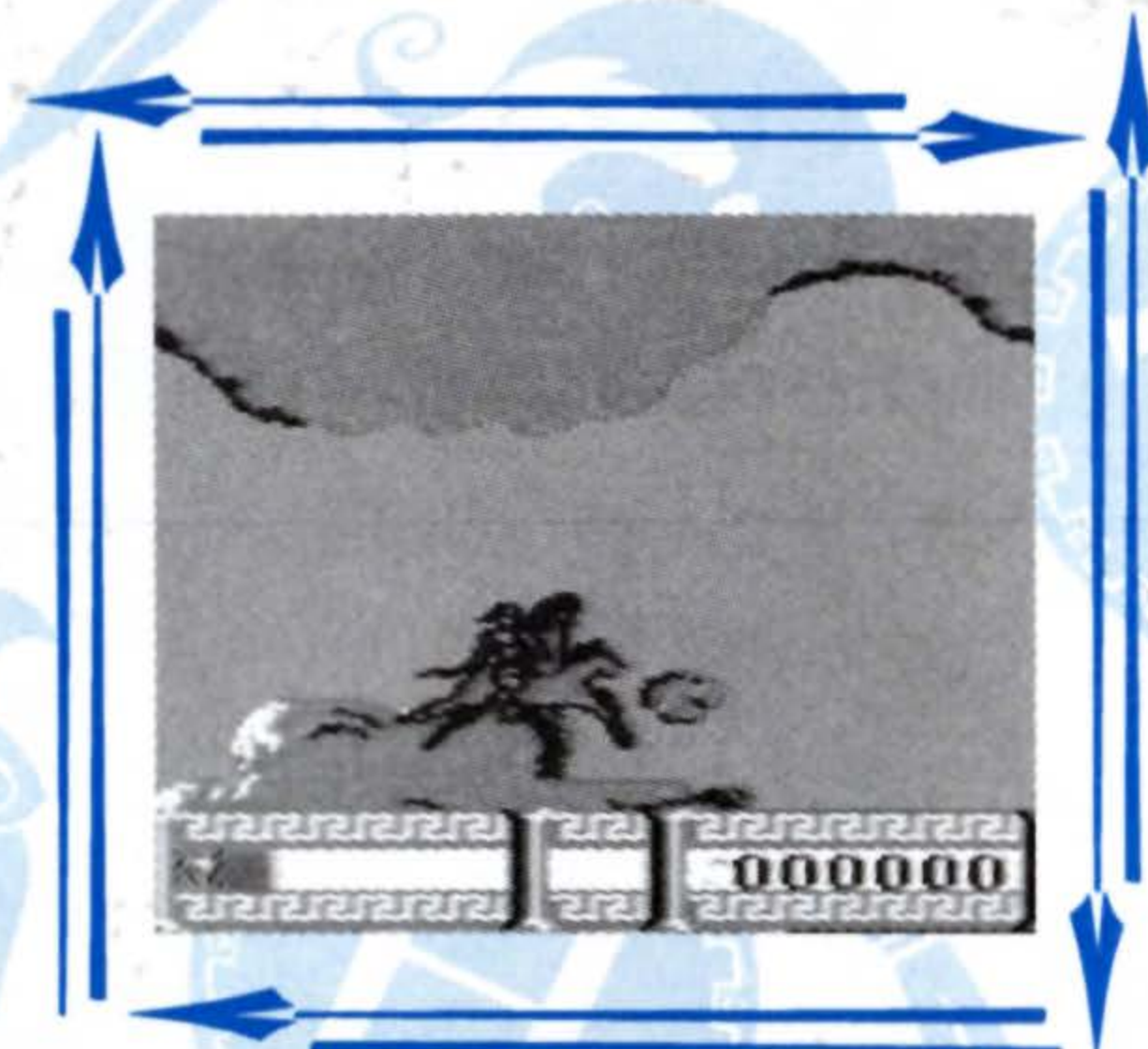
LEVELS



THE JOURNEY TO THEBES

Having successfully completed his training, Hercules sets off on Pegasus to the city of Thebes to prove that he is a true hero.

The journey across the sea, however, is very dangerous. Hades has sent terrible storms and winged beasts called Harpies to try to stop Hercules from reaching Thebes alive.



Use the Control Pad and Hercules' newfound fighting prowess to guide them through the storm and fight off the Harpies. Phil will continue to provide essential information for the successful completion of the journey. Watch closely for The Sword of Fire as you pass over The Rock of Prometheus. It is easy to miss and makes completing the level much easier.



LEVELS



THE RIVERBANK

Hercules must pass through the infamous Centaur woods before reaching the city of Thebes. Upon entering the woods, he hears the scream of a maiden in distress. Navigate the treacherous woods, find the maiden, and save her from the clutches of the dreaded centaur Nessus before it is too late!





LEVELS



THE VALLEY OF THE HYDRA

Having rescued Meg from the the evil Centaur – and fallen in love with her, Hercules heads for Thebes.

Unfortunately, the people of Thebes are not impressed by Hercules' attempts at heroism. Embarrassed, Hercules leaves the city.

In his wanderings, our hero finds himself in the dark and dangerous valley of the Hydra...





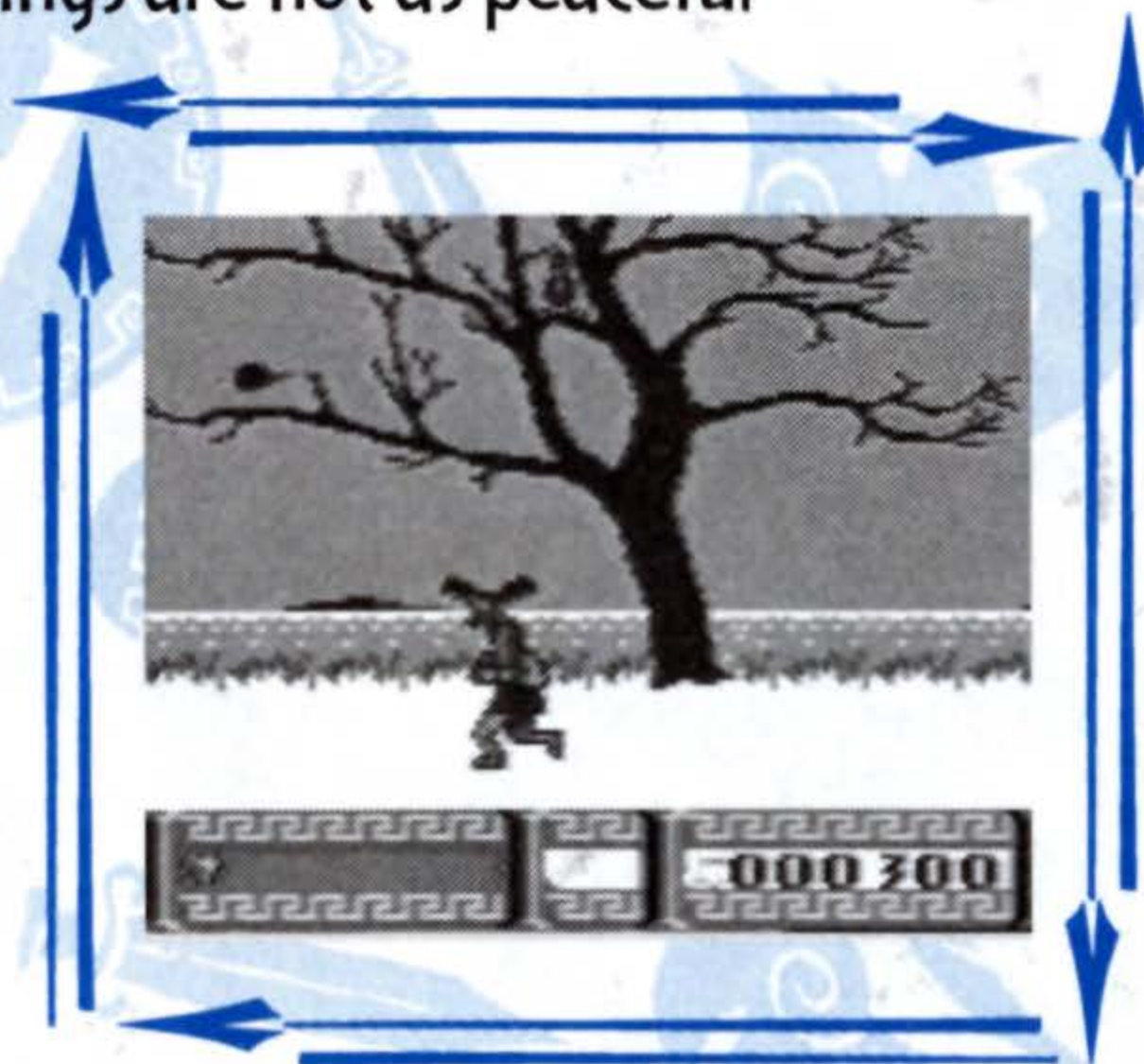
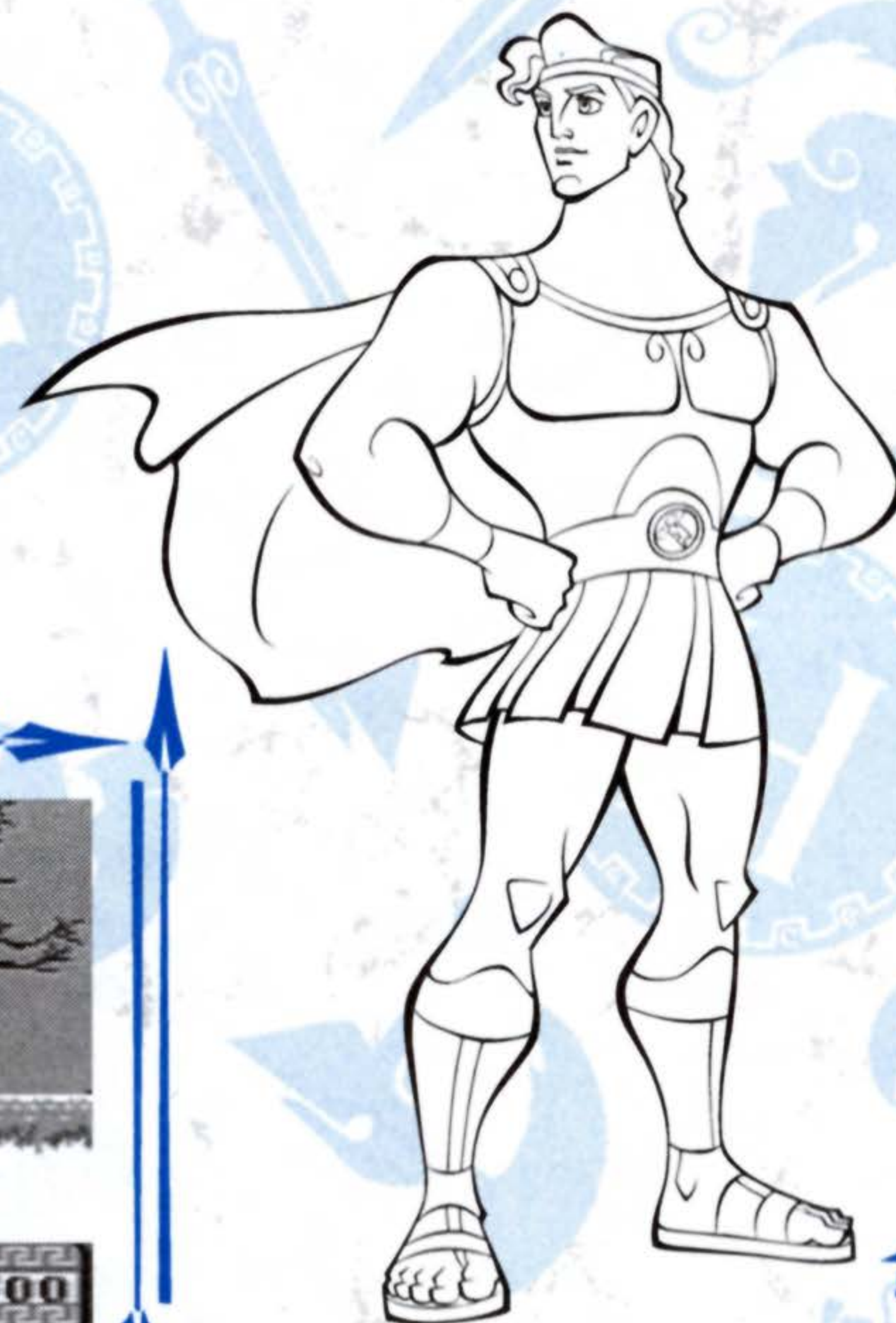
LEVELS



THE STYMPHALIAN LAKE

Returning as the slayer of the Hydra, Hercules is now accepted as a great hero in the city of Thebes, and sets off to continue his tests of courage.

His trail leads him to the edge of a large lake. Looking around, Hercules realizes that things are not as peaceful as they seem...



LEVELS

THE LOST ISLAND OF MEDUSA

Beyond the lake lies the lost island of Medusa.

Hercules must use all his skill and cunning to defeat the gorgon's minions before confronting the evil creature herself.

Remember, one look will turn a mortal man to stone...

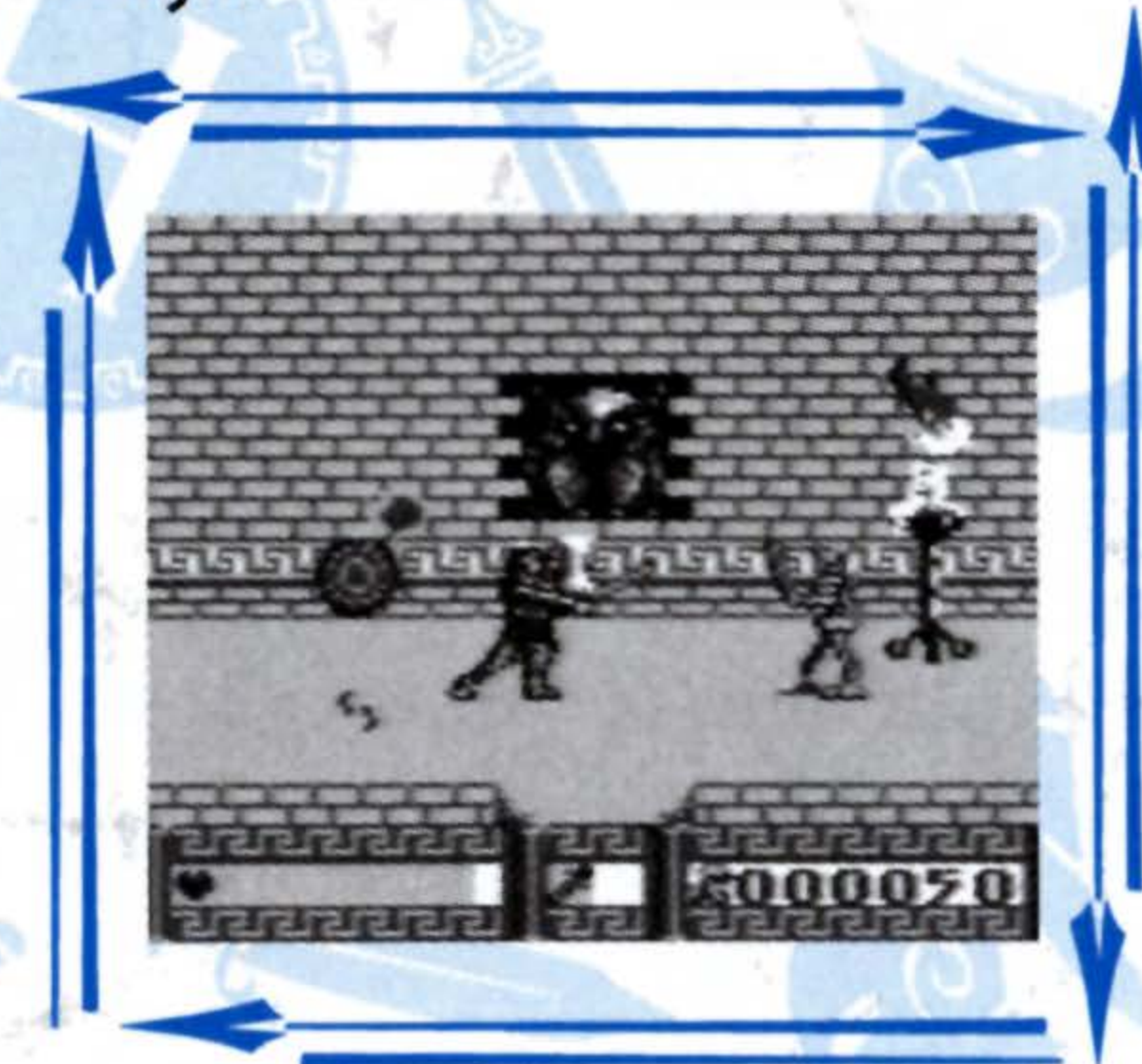


LEVELS

THE LABYRINTH OF CRETE- THE MINOTAUR

In order to help spread his reputation as a hero,
Hercules travels to Crete in search of the Minotaur.

Finding him by navigating the Labyrinth
of Crete will be challenging enough in itself!

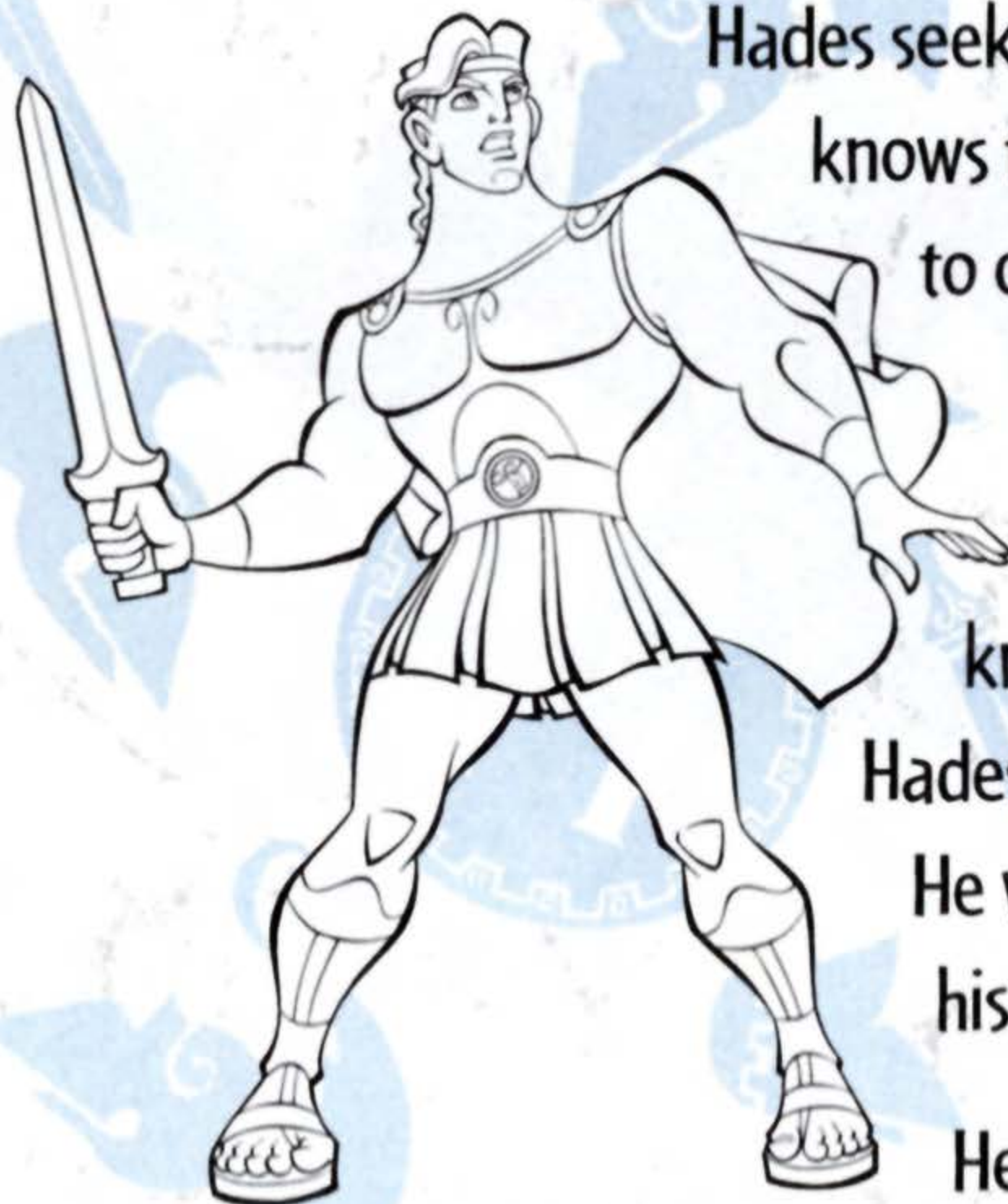




LEVELS



THE CYCLOPS

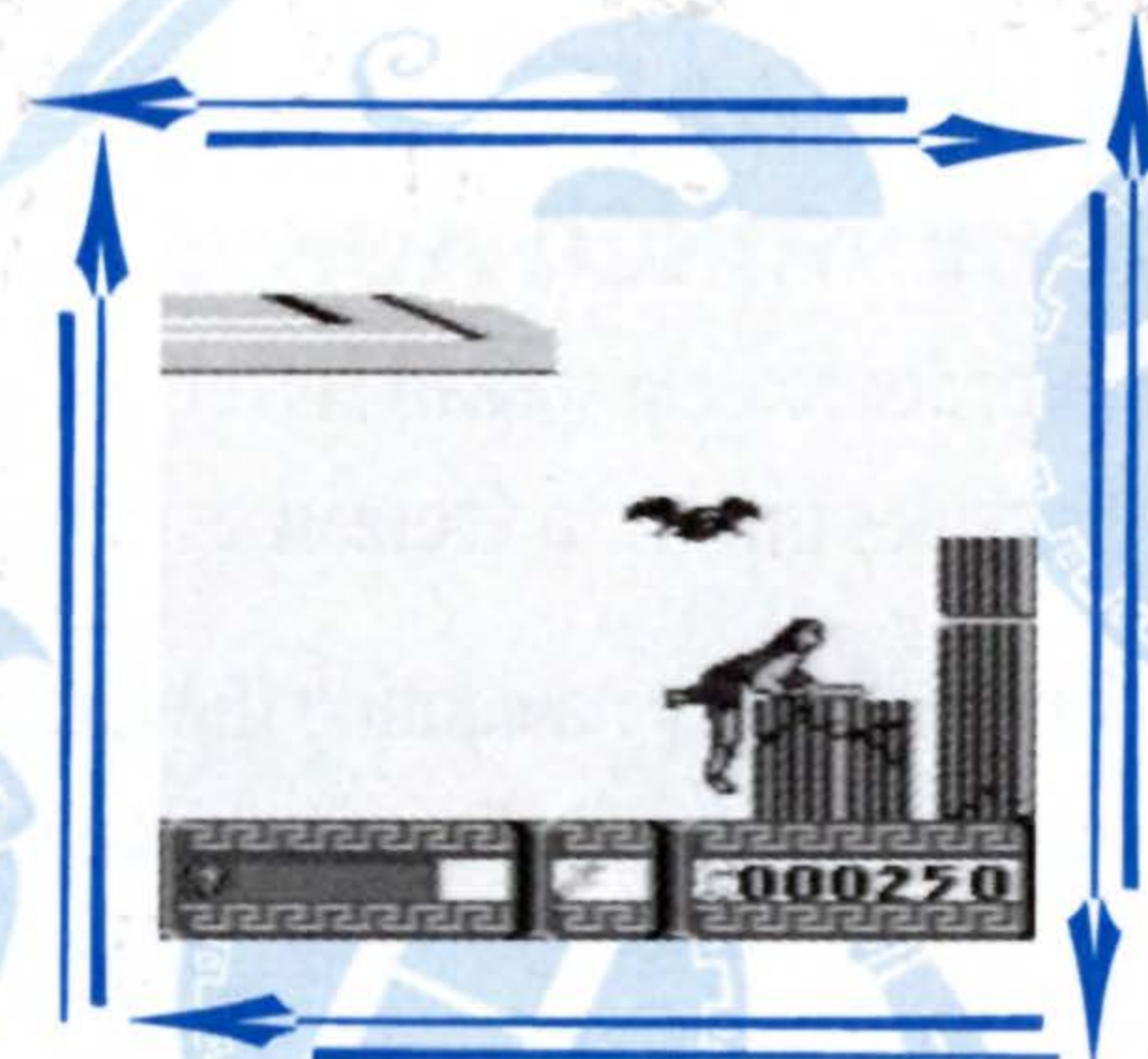


Hades seeks to destroy the gods, but now knows that Hercules is too powerful to overcome.

Hades has imprisoned Meg and brought Hercules to his knees- begging for her release. Hades bargains with Hercules.

He will free the maiden Meg only if Hercules agrees to give up his mighty powers for one day.

Hercules reluctantly agrees, only to learn that the city of Thebes is under threat from the Cyclops...





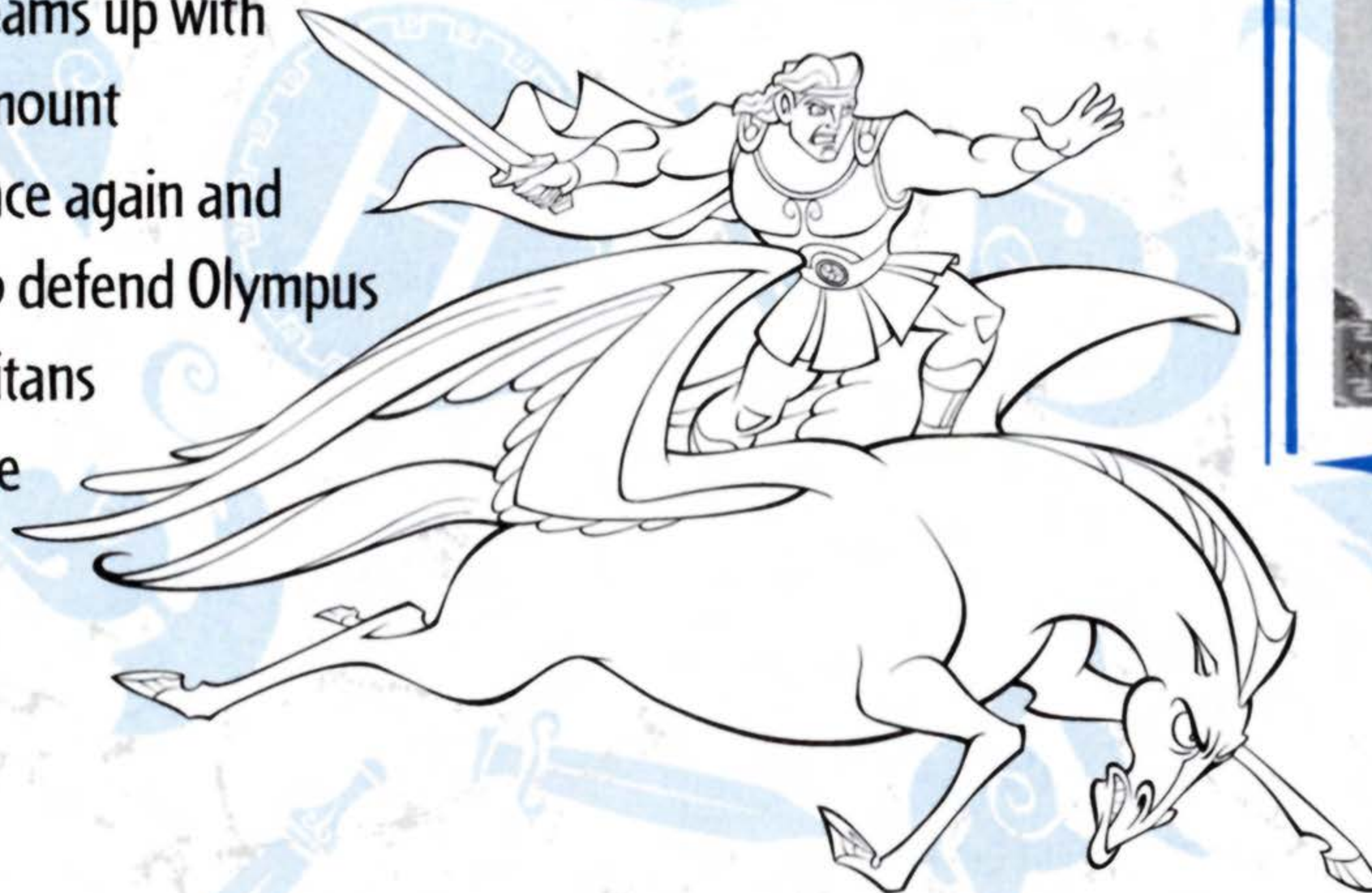
LEVELS



THE BATTLE FOR OLYMPUS

Proving that he is not a hero simply because of his powers, Hercules slays the Cyclops and saves the fair Meg. He must rush to defend Olympus, however, for Hades has begun his assault.

Hercules teams up with his trusty mount Pegasus once again and races off to defend Olympus from the Titans and liberate the gods.



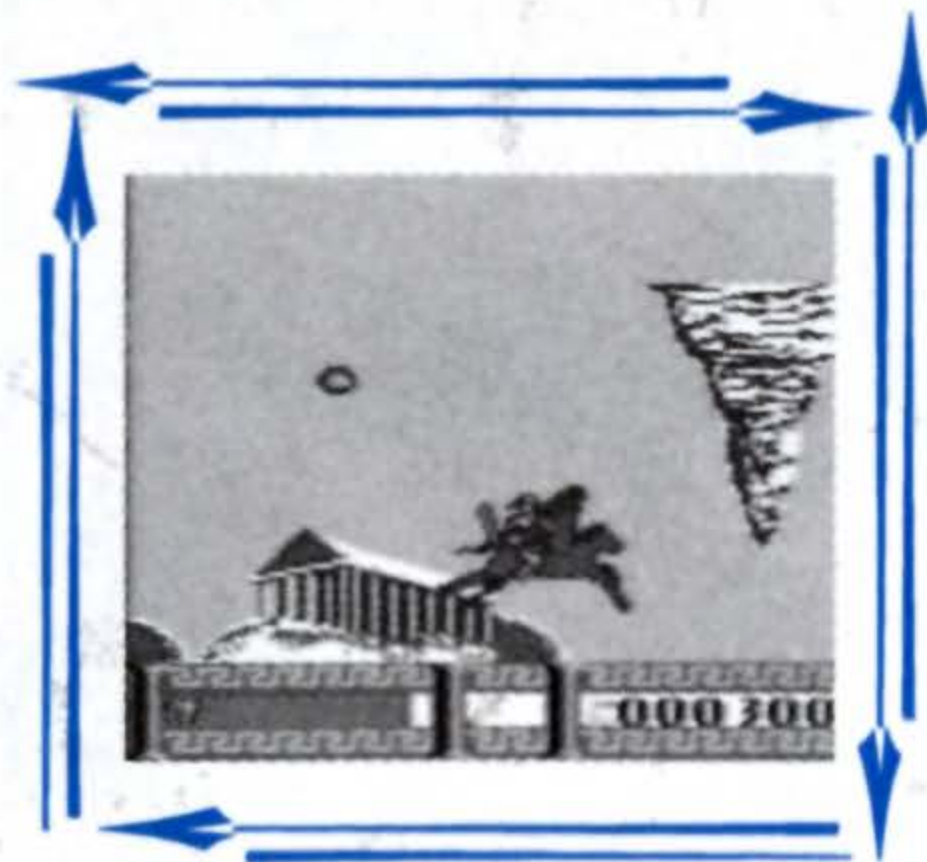


USING YOUR SUPER GAME BOY ADAPTER



Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

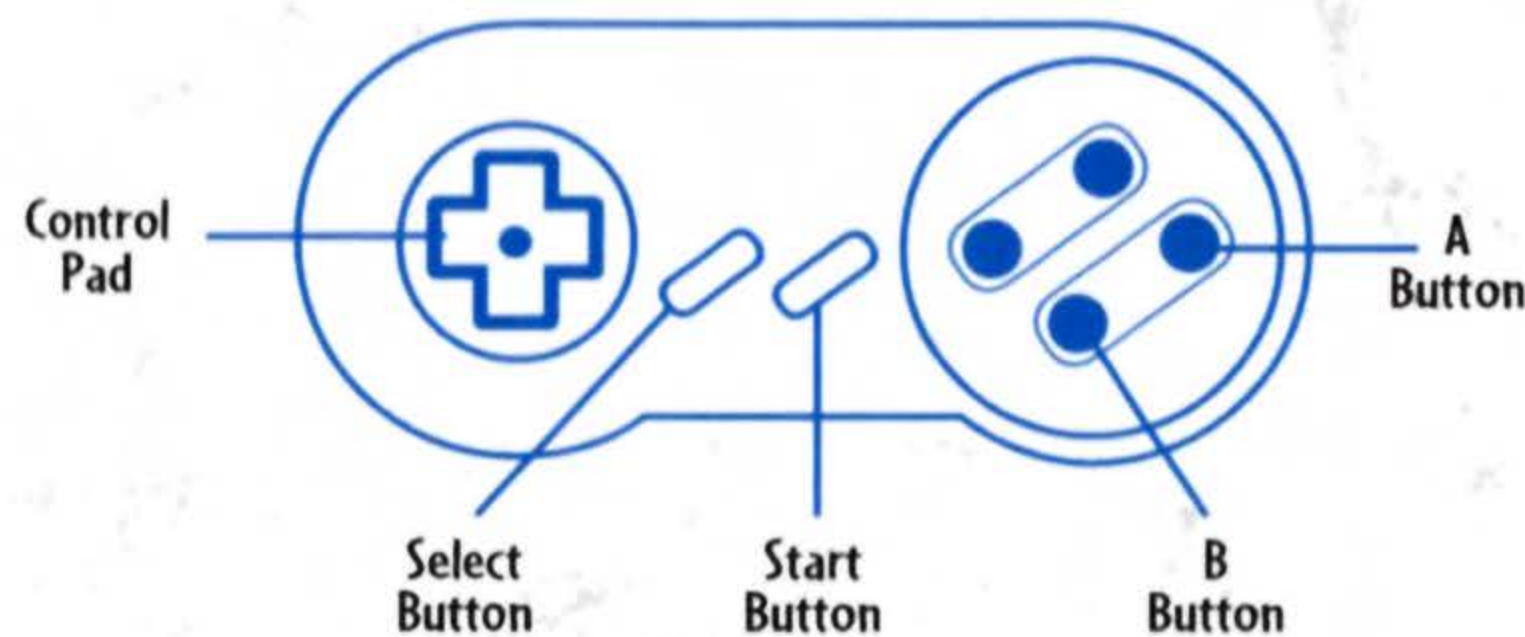
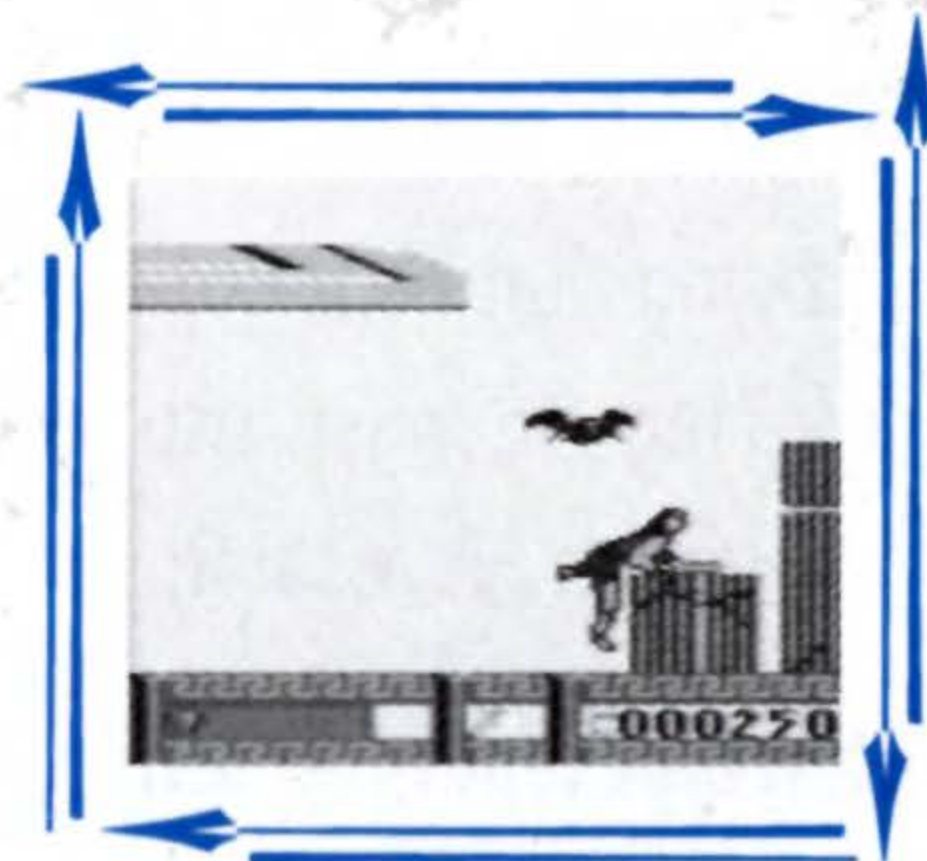
For further operation information, please consult your Super Game Boy and Super NES instruction booklets.



Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

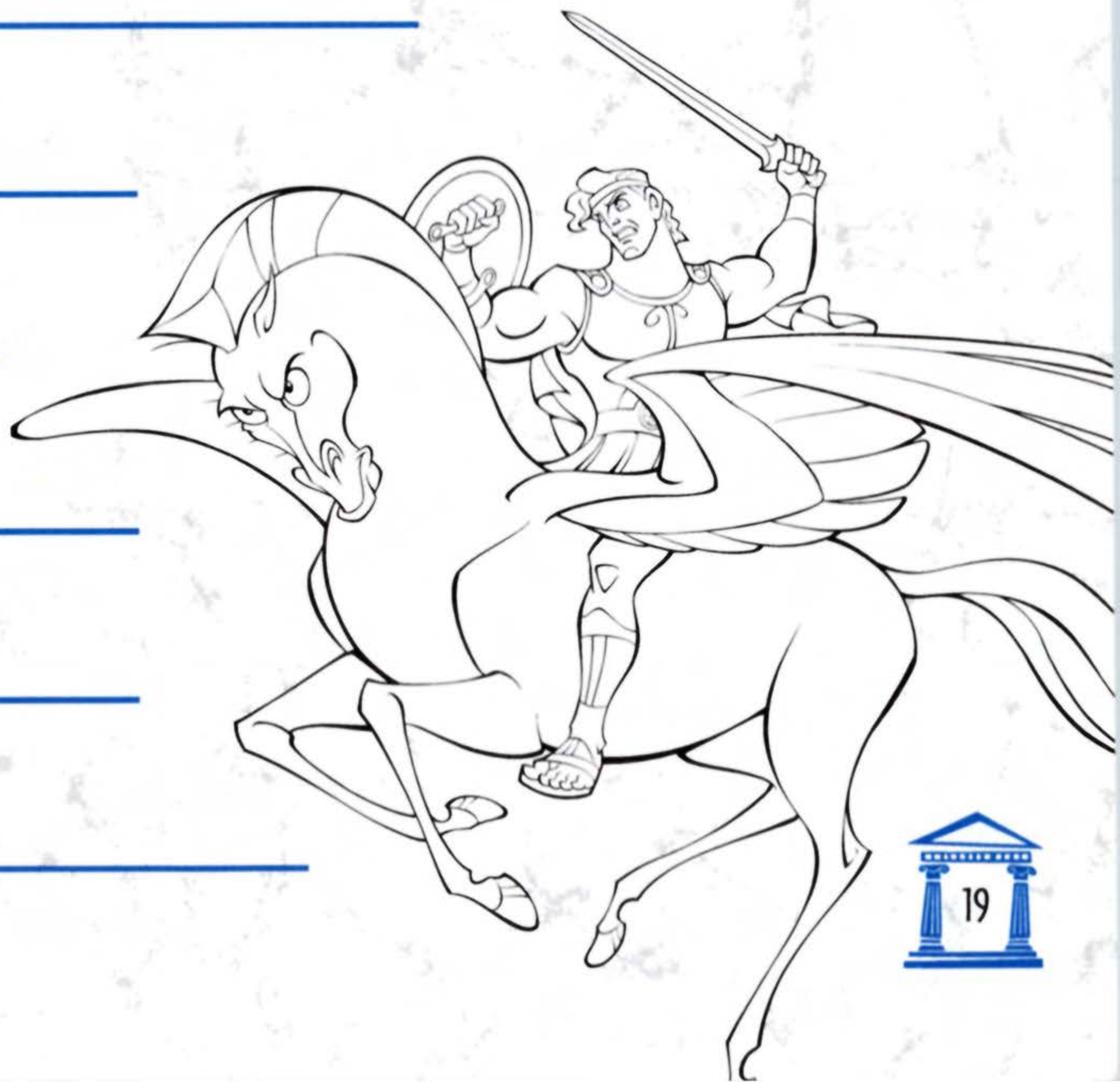
This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same

controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.





NOTES





NOTES







LIMITED WARRANTY



THQ Inc. warrants to the original consumer purchaser that this Game Pak 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 warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the Game 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 THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. 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 Game Pak, and return your Game 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:

THQ Inc. Consumer Service Department, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if this product: (a) is used with products not sold or licensed by Nintendo (including, but not limited to, non-licensed game enhancement devices, adapters, and power supply devices); (b) is used for commercial purposes (including rental) or is modified or tampered with; (c) is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship; or (d) has had the serial number altered, defaced, or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with \$10.00, freight prepaid to THQ Inc.. If replacement Game Paks are not available, the defective Game Pak will be returned and the \$10.00 payment refundable.

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