

Nintendo®

GAME BOY®

Disney's

DMG-ACGE-USA

Pinocchio



Instruction Booklet

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Disney's Pinocchio

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Pinocchio's Adventures



You are about to experience Pinocchio's story.
As you help Pinocchio and Jiminy through the adventure,
remember three important things:

- Always choose the path of truth
- Be brave enough to stand up to the bad guys
no matter what
- Be selfless by helping others, even when all seems lost

There are special chances throughout the adventures to help
Pinocchio prove himself to the Blue Fairy. Earn the
Badge of Truth, the Badge of Bravery, and the Badge of
Unselfishness from the Blue Fairy and she will
grant Pinocchio his wish - to be a real boy!





Getting Started

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 Pinocchio Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo logo will appear (if you don't see it, begin again at step 1).
4. When the Pinocchio screen appears, press the Start Button to proceed.



Controls

A BUTTON

Jump

B BUTTON

*Spin for protection
against an enemy
[after collecting two
book pages]*

CONTROL PAD RIGHT

Move Right

CONTROL PAD LEFT

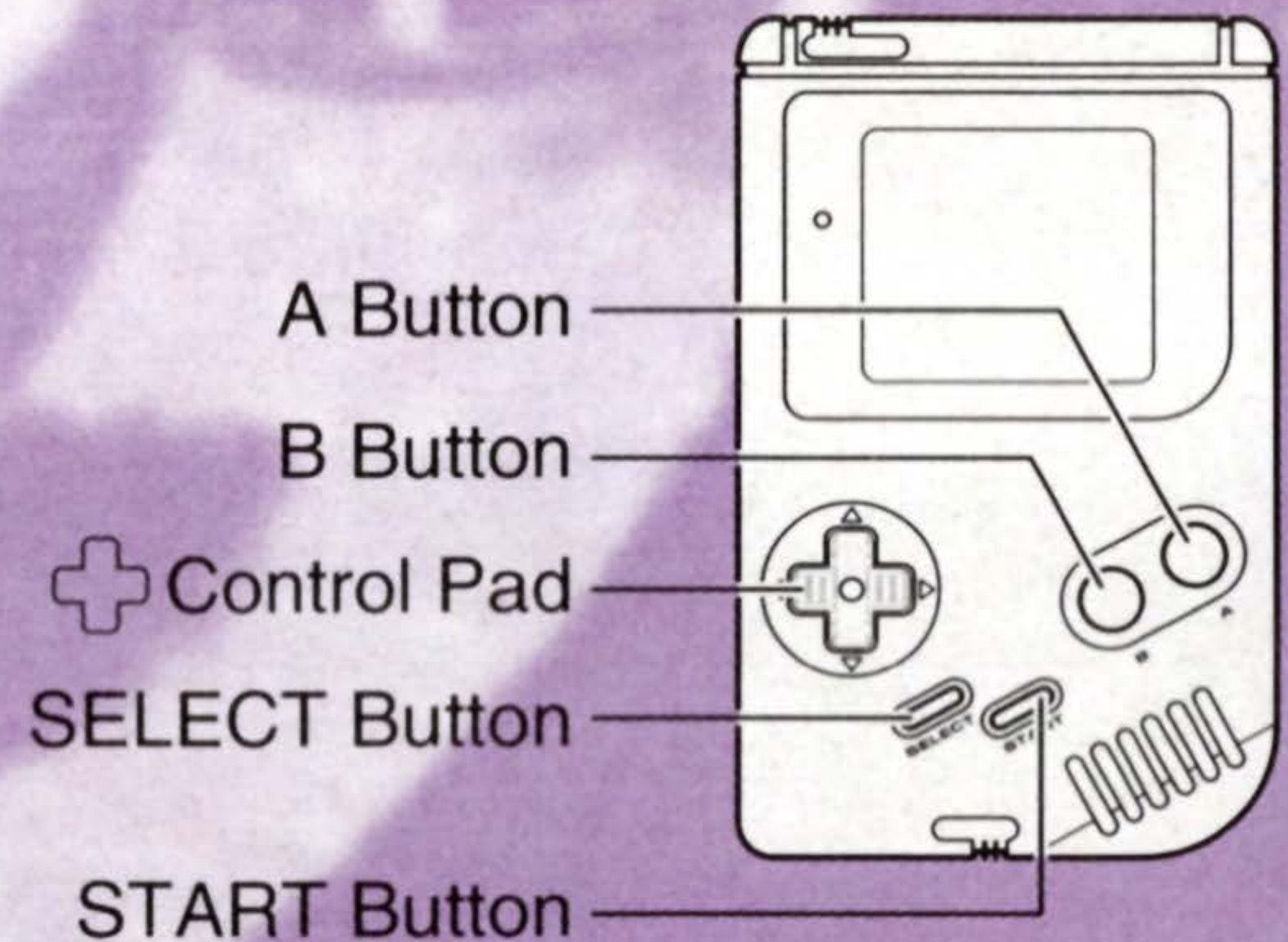
Move Left

CONTROL PAD DOWN

Crouch

CONTROL PAD UP

Look up



Controls (cont.)

- To jump right or left, press the **A Button** and **Control Pad Right** or **Left**.
- To spin, Pinocchio must first pick up two book pages [see **Book Pages** under **Special Items**].

You'll begin by reading the story of Disney's Pinocchio. Press **Start** to turn the pages of the book.

or

To go to the **Options** screen, press the **Control Pad Down** to highlight **Options**, then Press the **A Button**. Read the next section for a description of the options.



Options

The **Options** screen contains the following items:

SKILL

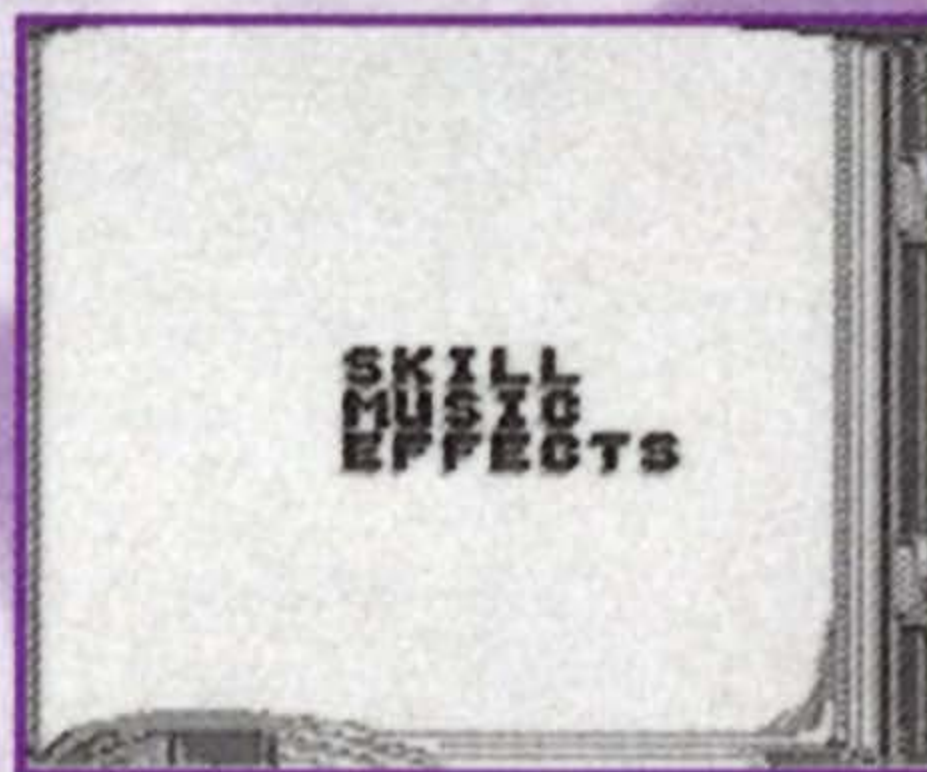
Set the difficulty level. The harder the **Skill** setting, the fewer tries and **Continues** you have to play with.

MUSIC

Turn the music on or off.

EFFECTS

Turn the sound effects on or off.



The Game Screen

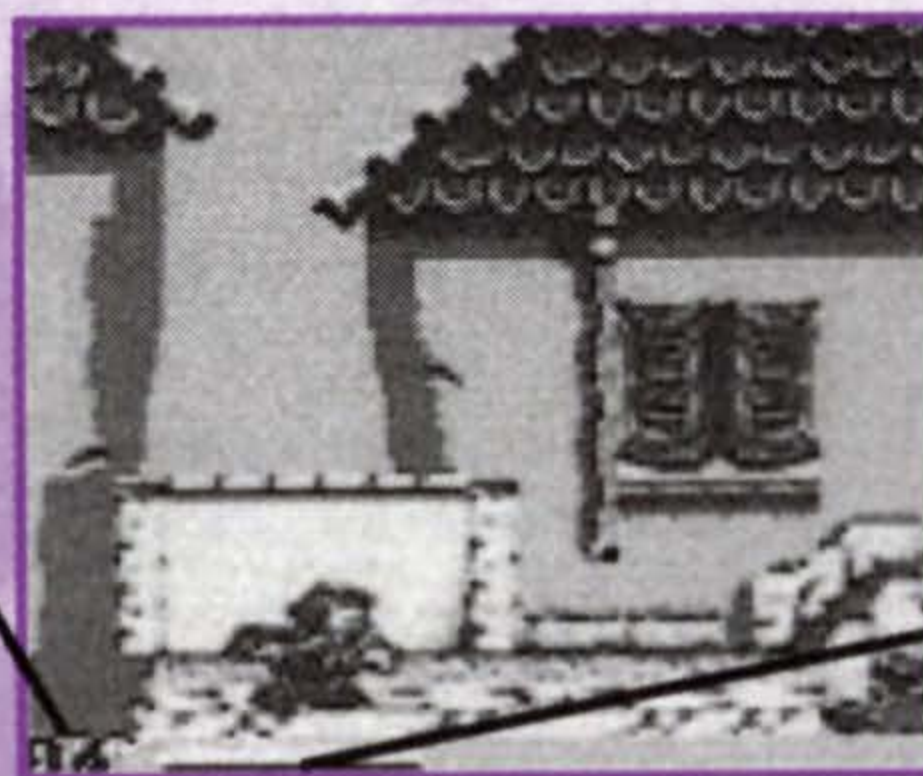
HEALTH METER

This meter shows Pinocchio's strength. When the Health Meter is empty, you lose a try.

TRIES REMAINING

You start with 5, 4, or 3 tries, depending on the difficulty setting. When all tries are lost, it's Game Over (unless you have a Continue).

TRIES REMAINING



HEALTH METER



Special Items

PINOCCHIO'S HATS

Collect hats and get extra tries.



PINOCCHIO'S BOOKS

Collect books and get continues.

BLUE FAIRY WAND

Pick up a Blue Fairy wand to increase Pinocchio's strength.

BOOK PAGES

In your travels, you may come across pages from a book. Pick them up to get special moves and powers.

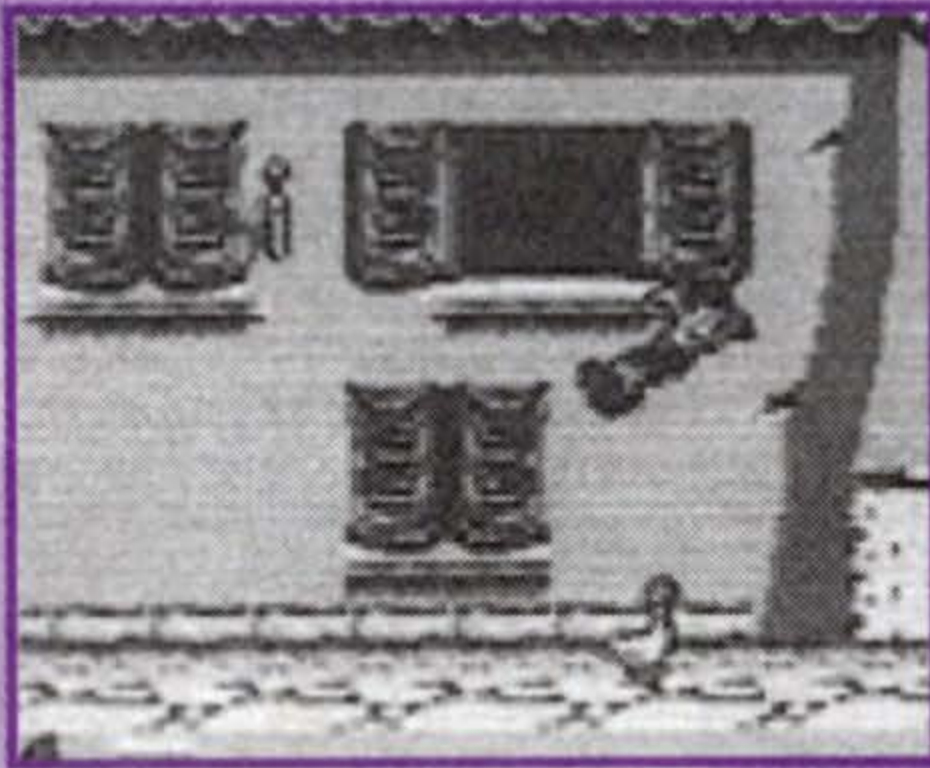
- The first page lets Pinocchio fly higher on balloons in level four.
- The second page lets Pinocchio spin around fast to knock down enemies.
- The third page lets Pinocchio jump higher to reach hidden bonuses.



Levels

LEVEL ONE: AN ACTOR'S LIFE FOR ME

Geppetto has sent Pinocchio off to school, but he won't make it there with Honest John and Gideon around! Don't listen to their tales of Easy Street. Help Pinocchio choose the best path to school and don't be tempted into taking shortcuts!



Take the right road and the Blue Fairy rewards you with the Badge of Truth. Take the wrong road and...
Hint: Get the geese and naughty boys to fight each other and both will leave you alone!

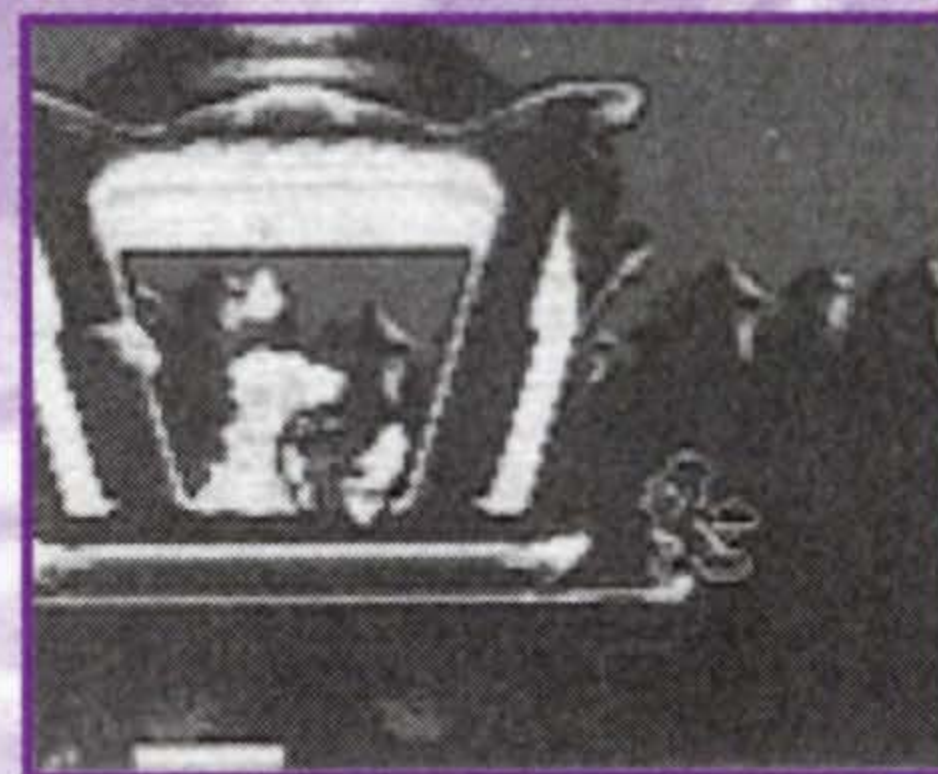


Levels



LEVEL TWO: LAMPSIDE SEATING

Stromboli has forced Pinocchio to dance in his marionette show. In an effort to gain a good seat on a lamppost, Jiminy must fight off the moths and bugs attracted to the light.



For this level, the controls are:

A Button = JUMP

B Button = SWING UMBRELLA

Select Button = FLOAT/BLOCK WITH UMBRELLA



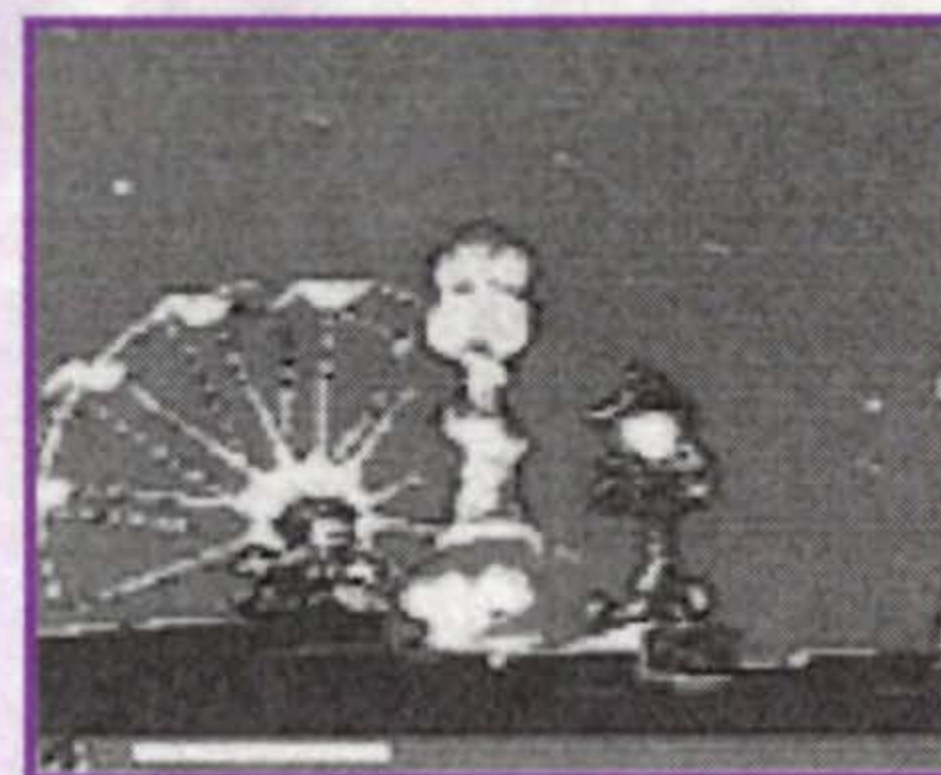
Levels

LEVEL THREE: "IT'S ALL FREE BOYS!"

Lampwick leads Pinocchio on a chase through Pleasure Island. Lampwick and his friends don't make it easy - they're throwing bricks and firecrackers at Pinocchio! Avoid thrown objects and help Pinocchio grab a ride on the balloons by jumping from string to string.



When Pinocchio flies up, up, and away to the next stage, he'll need your help to stay on track when he rides on a rickety old roller coaster. There are lots of broken spaces on the track, so when you come up to one, jump out of your car and into another on the other side of the break.



Levels

LEVEL FOUR: ESCAPE FROM PLEASURE ISLAND

Pinocchio learns that Lampwick's kind of fun is bad and tries to escape Pleasure Island. But once at the docks, he runs into the evil coachman. Be brave as you help Pinocchio knock the coachman into the water at the beginning and end of the level, and the Blue Fairy will reward you with the Badge of Bravery.



Levels

LEVEL FIVE: SEARCH FOR MONSTRO

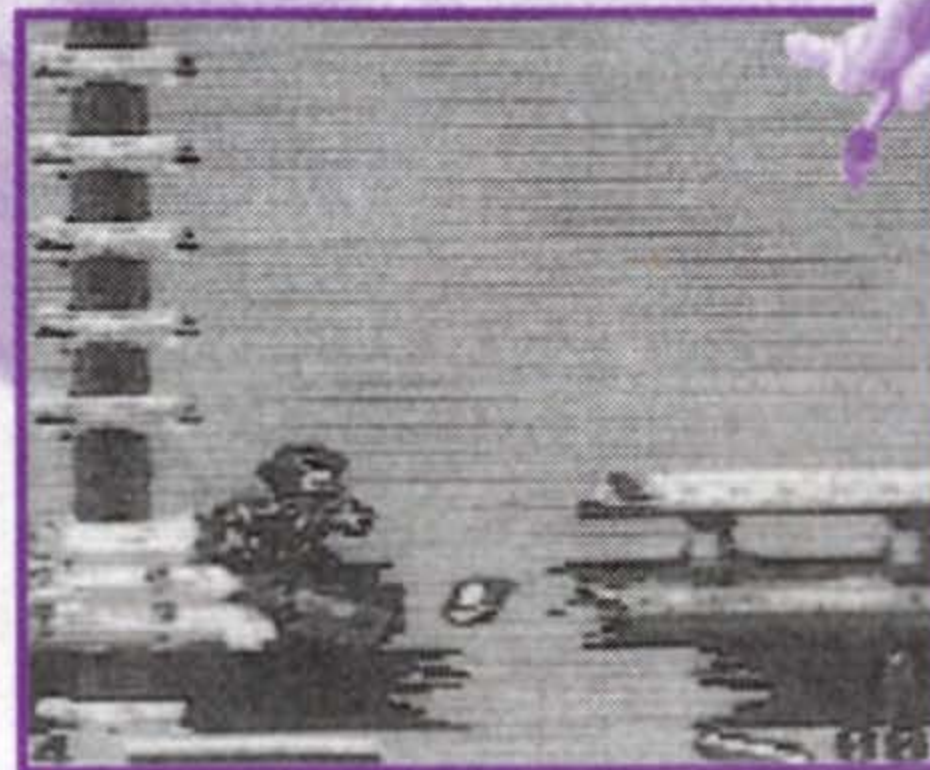
Help Pinocchio make his way along the bottom of the sea as he searches for Monstro the whale. Pick up clams to help weigh yourself to the ocean floor. Keep your eyes open - Monstro is closer than you think. Use Sea Anemones and Manta Rays to help you cross dangerous areas, and the stream of bubbles to move up and down.



Levels

LEVEL SIX: INSIDE MONSTRO

Looks like Monstro got you anyway, but that's okay because now you can help Geppetto get away. As you wander around the shipwreck, help Pinocchio spin into crates and break them apart so he can use the wood to build a fire. Light it, and Monstro will sneeze everyone out to sea. While spinning into crates, watch out for crabs and spiky wood!

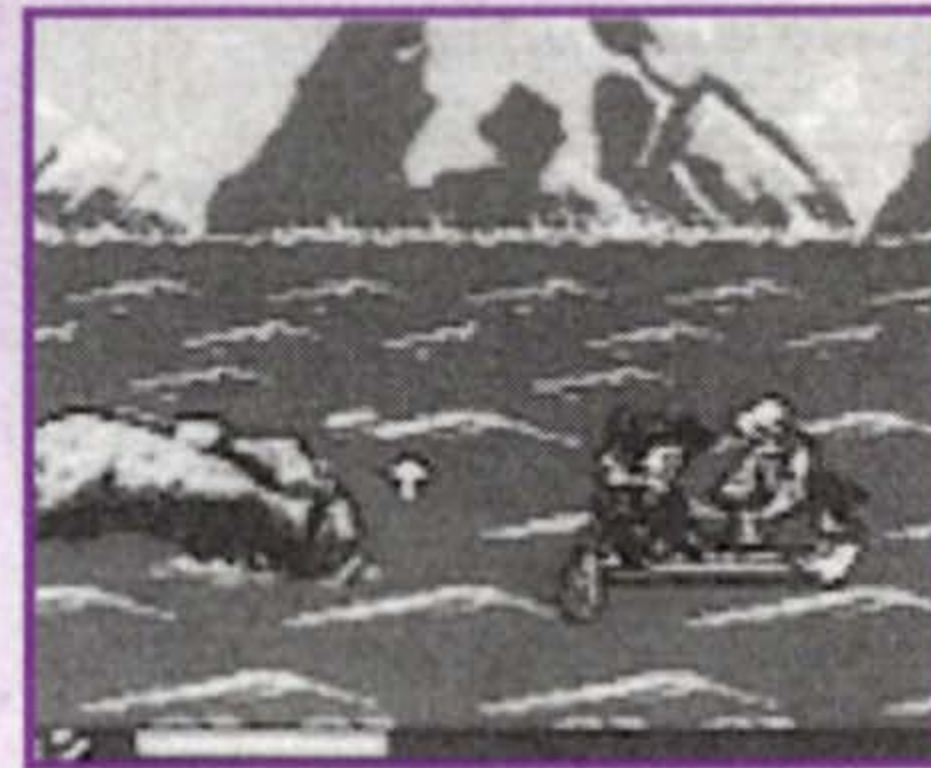


Levels

LEVEL SEVEN: ESCAPE FROM MONSTRO

Chased by the mighty Monstro, you must help Pinocchio and Geppetto row their raft to safety by ducking and jumping rocks. When your raft hits a big rock and breaks apart, remember to think of others' safety before your own - Geppetto's life may depend on it. Do the right thing, and the Blue Fairy appears one last time to bestow the Badge of Unselfishness on Pinocchio.

With your help, Pinocchio has proved himself worthy of becoming a real boy. The Blue Fairy waves her magic wand, and Geppetto's dream comes true!



Notes





Credits

FOR DISNEY INTERACTIVE:

Producer: Mike Larsen

Project Manager: Chip Vollers

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FOR NMS SOFTWARE:

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Sound and Music: Mark Cooksey

PACKAGE AND MANUAL DESIGN:

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Credits

FOR VIRGIN STUDIOS, LONDON:

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Assistant Designer: Sarah Thompson

Head Artist: Kevin Oxland

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Sprite Artists: Mark Anthony, Wayne Dalton, Marina Vydelingum, Eric Bailey, Matt Butler;
at Westwood Studios: Cindy Chin, Frank Saxton, Penina Finger, Kennn Seward, Andy Wilson

Background Artists: Mark Bentley, Emma Cubberley, Jonathan Green

Storyboards: Sean Millard

Music and Sound FX: Alistair Brimble

Producer: Matthew Spall

Assistant Producer: Paul Welton and Sarah Thompson

Executive Producer: Tony Fagelman

FOR VIRGIN INTERACTIVE ENTERTAINMENT:

Special Thanks to All the Virgin Studio's London Team, Louis Castle, Jonathan Howard, David Bishop, Julian Rignall, and all the Virgin Atlantic staff (Florida and LA routes).



Credits

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Seung Kim, Michael Benet

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Darko Cesar, Rob Corley, Elliot Bour, Travis Blaise,
Gary Dunn, Dean Roberts, Arnaud Bethier, Tom
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Jack, Annie O'Dell, Daniela Topham, Debbie Wall,
Julia Woolf

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Color Models: Pam Darley

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Animation Check: Jacqueline Hooks

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Annette Laguer

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2. Notify the BLACK PEARL SOFTWARE 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.
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BLACK PEARL SOFTWARE Consumer Service Department, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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