

DMG-AHQE-USA

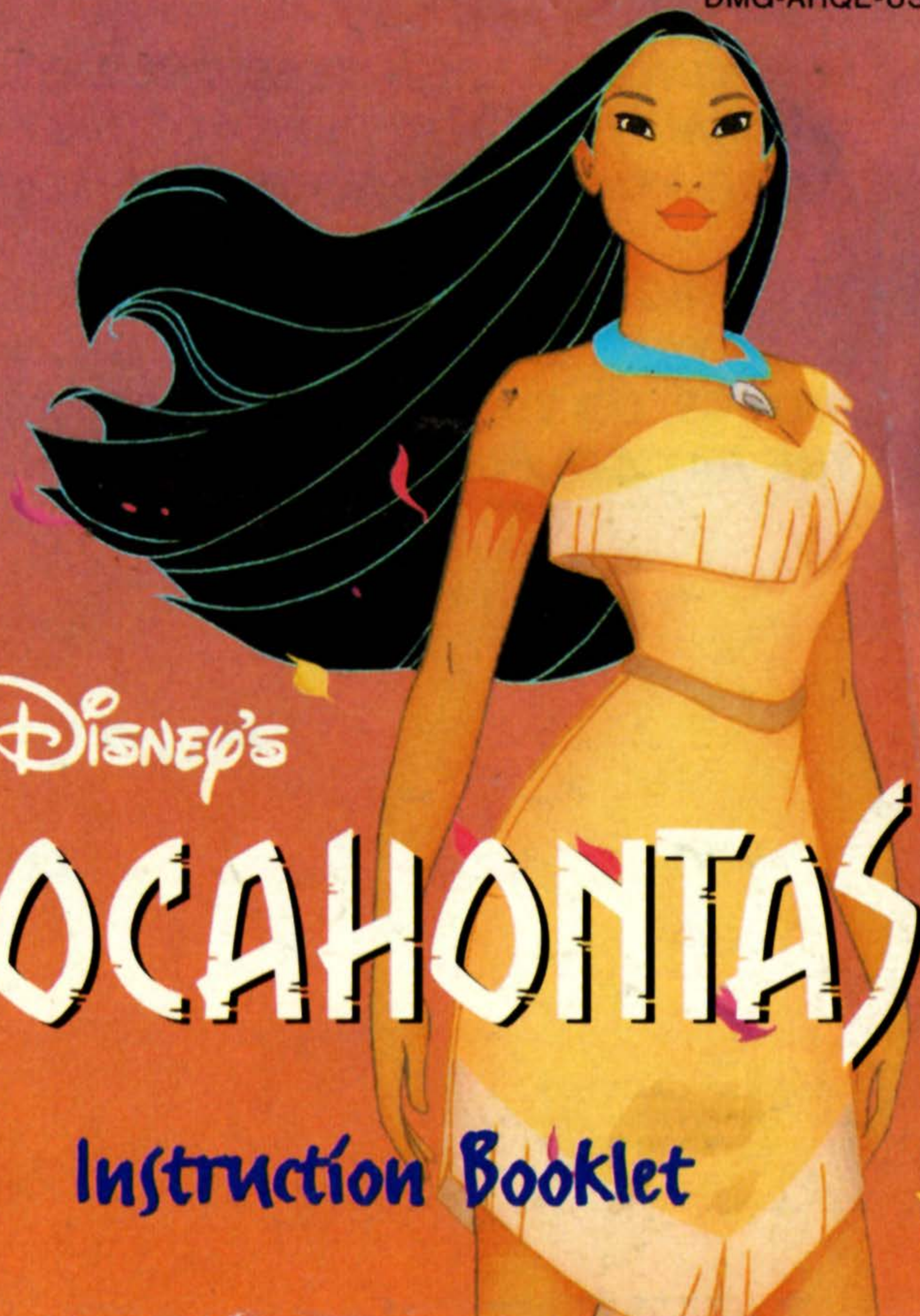
Nintendo

GAME BOY[®]



Disney's
POCAHONTAS

Instruction Booklet



WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



LICENSED BY



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Contents

Follow Your Path	2
Getting Started	4
Take Control	5
Special Moves	8
Characters	9
Pocahontas' World - The Prologue	14
Act One	18
Act Two	20
Act Three	22
Special Animal Powers	24
Passwords	26
Hints and Tips	27
Help!	29
Credits	31
Using Your Super Game Boy Adapter	32
Limited Warranty	33

KPG
XTHYT &



CMOZ
BERI



Follow Your Path

Welcome to the magical world of the Powhatans — a world where everyone lives in friendship and harmony with all of nature. But that will soon change because the English settlers are arriving and are ready to dig up and destroy every inch of this beautiful land in order to find gold.

One intelligent and brave member of the Powhatan tribe is Pocahontas, the beautiful daughter of the wise chief Powhatan. Pocahontas is in touch with her surroundings. In fact, she knows every tree, waterfall and wild creature in her forest home. Pocahontas' father has just told her that the young Powhatan warrior, Kocoum has asked for her hand in marriage. However, she doesn't want to marry Kocoum and believes another path lies "just around the river bend" for her. Pocahontas will soon find out what that path is.

Pocahontas befriends one of the English settlers, John Smith, and teaches him that nature is something very special that must be cherished and that his people must stop digging up and destroying the land. But one day when Pocahontas and Smith are together in the Enchanted Glade, Kocoum attacks Smith.

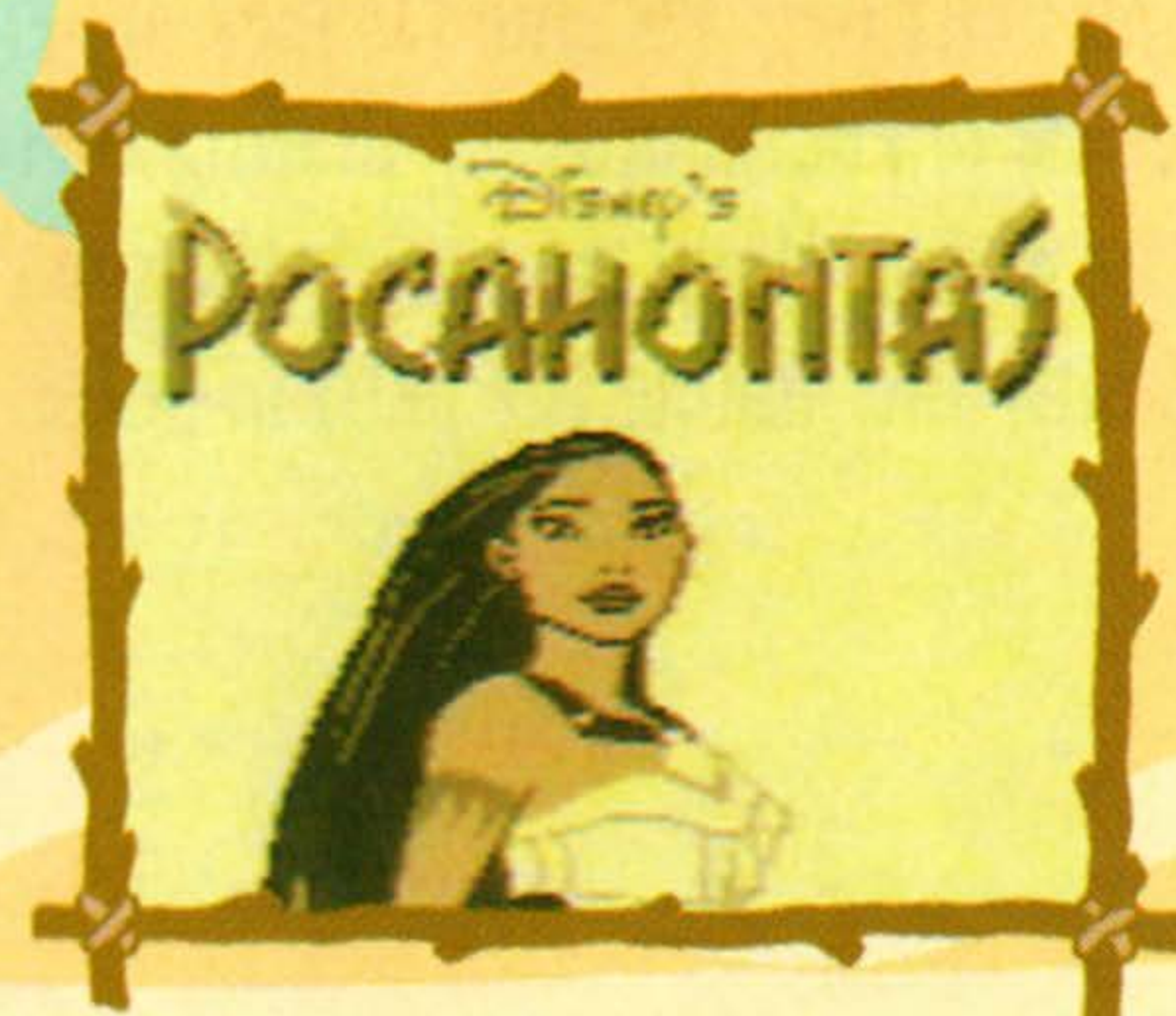
During the attack Kocoum is killed by a young settler and the tension grows between the Powhatans and the English settlers.

Then John Smith is captured and Chief Powhatan vows to kill Smith and attack the white men. In turn, Ratcliffe, leader of the English, orders an attack on the Powhatans. With war looming, both Pocahontas' homeland and her friend, John Smith are in serious danger. Pocahontas runs to wise Grandmother Willow and asks for her guidance. With Grandmother Willow's help, Pocahontas discovers her path is to save John Smith and keep peace and harmony in her world.

You must help Pocahontas seek out the animal friends who will help her. They will reward the kind deeds of Pocahontas, by sharing their special powers with her. Run with the deer, swim and dive with the otters, climb trees with the squirrels, and more! All of these powers assist Pocahontas in saving John Smith and finding the path to peace.

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 Pocahontas 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 credit screens appear (if you don't see them, begin again at step 1).
4. When the Pocahontas screen appears, press the Start Button to proceed.



Take Control

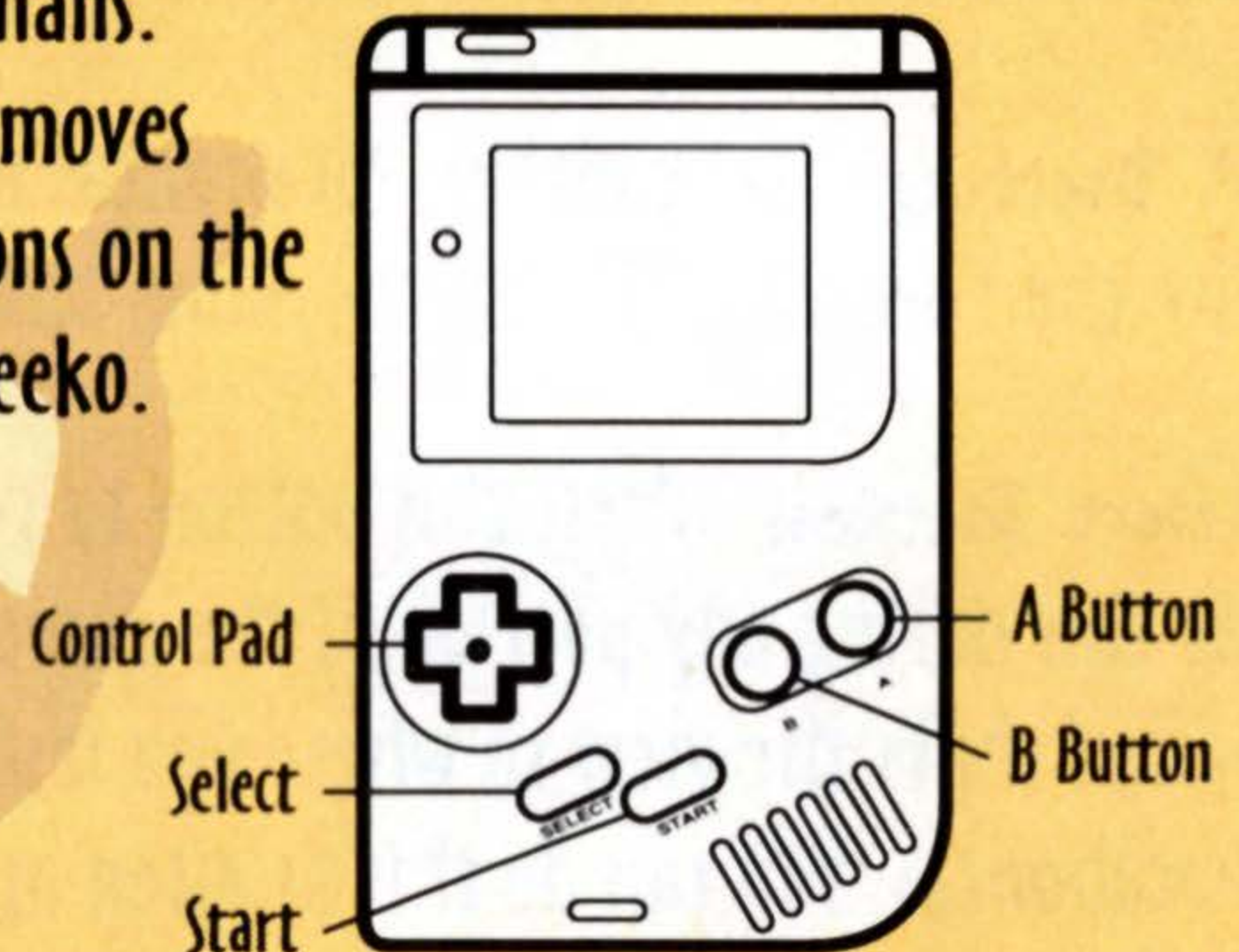
Pocahontas travels across the land of the Powhatan Indians. There are many things that may slow her down as she moves through the different areas. Listed below are the buttons on the Game Boy you will be using to move Pocahontas and Meeko.

CONTROL PAD - The main buttons used to move Pocahontas and Meeko.

Left/Right: Move Pocahontas or Meeko in those directions

Up: Make Pocahontas look up
If Pocahontas is near a cliff when this is pressed, she will climb up.

Down: Make Pocahontas crouch
If Pocahontas is near a ledge when this is pressed, she will lower herself safely down.
When you have the power of the wolf, you can press this button to crouch-walk past enemies without being seen.



B Button - Allows Pocahontas to help her animal friends. Example: Pick up baby birds (Down + B Button) and place the baby birds in their nest.

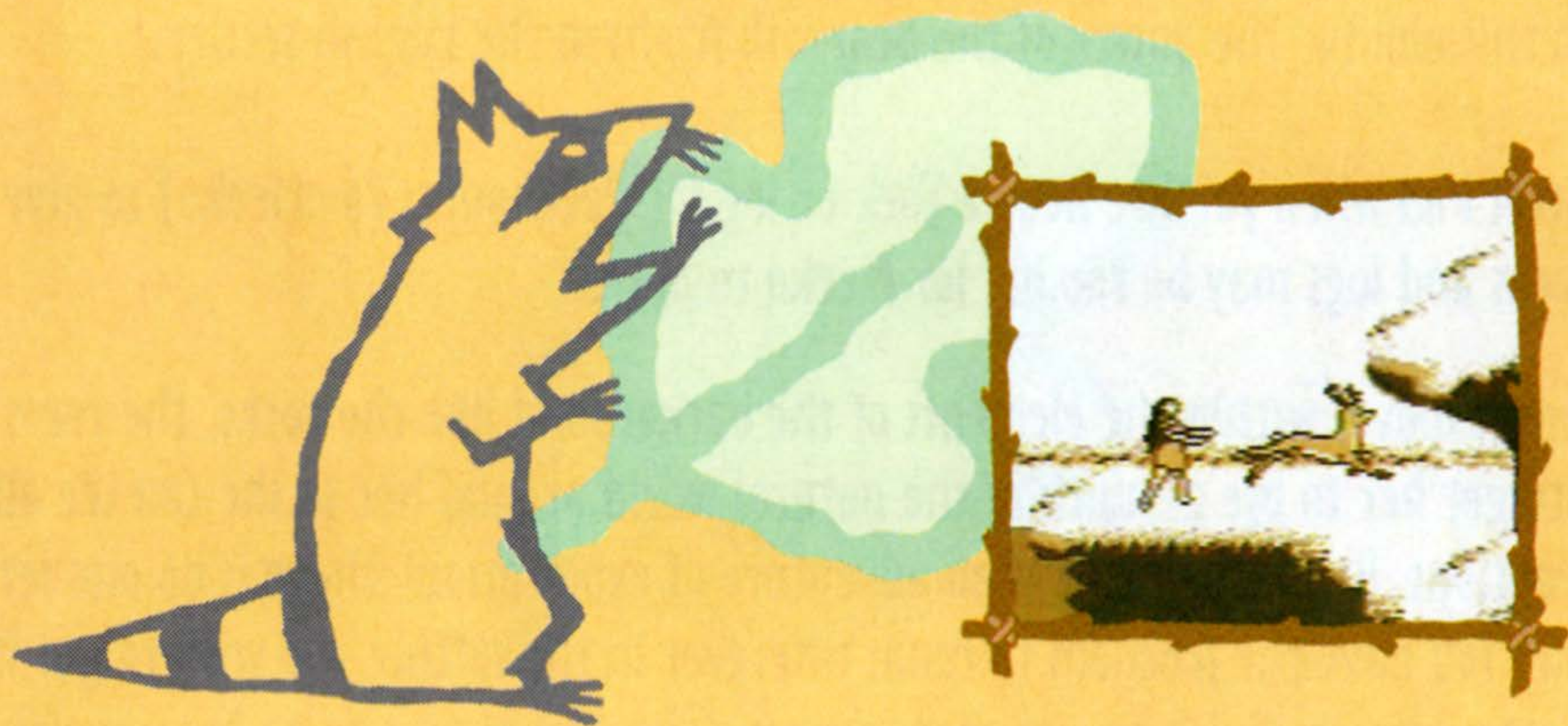
Once you have the power of the deer, press the A Button and Pocahontas will begin to run.

A Button - Make either Pocahontas or Meeko jump.
Use the Control Pad with the Jump button to guide your jumps.

Select Button - Press this button to switch the control from Pocahontas to Meeko. You can do this during any portion of the game. It temporarily freezes the action where Pocahontas is and shifts the view to where you last left Meeko. Press this button again to switch back to Pocahontas. You can do this as often as you like.

Start Button - Press this button to pause the action of the game and bring up the Animal Powers Wheel. The animals that are highlighted are those whose powers Pocahontas has gained. The animals that appear dimly lit are those whose powers she still needs to earn.





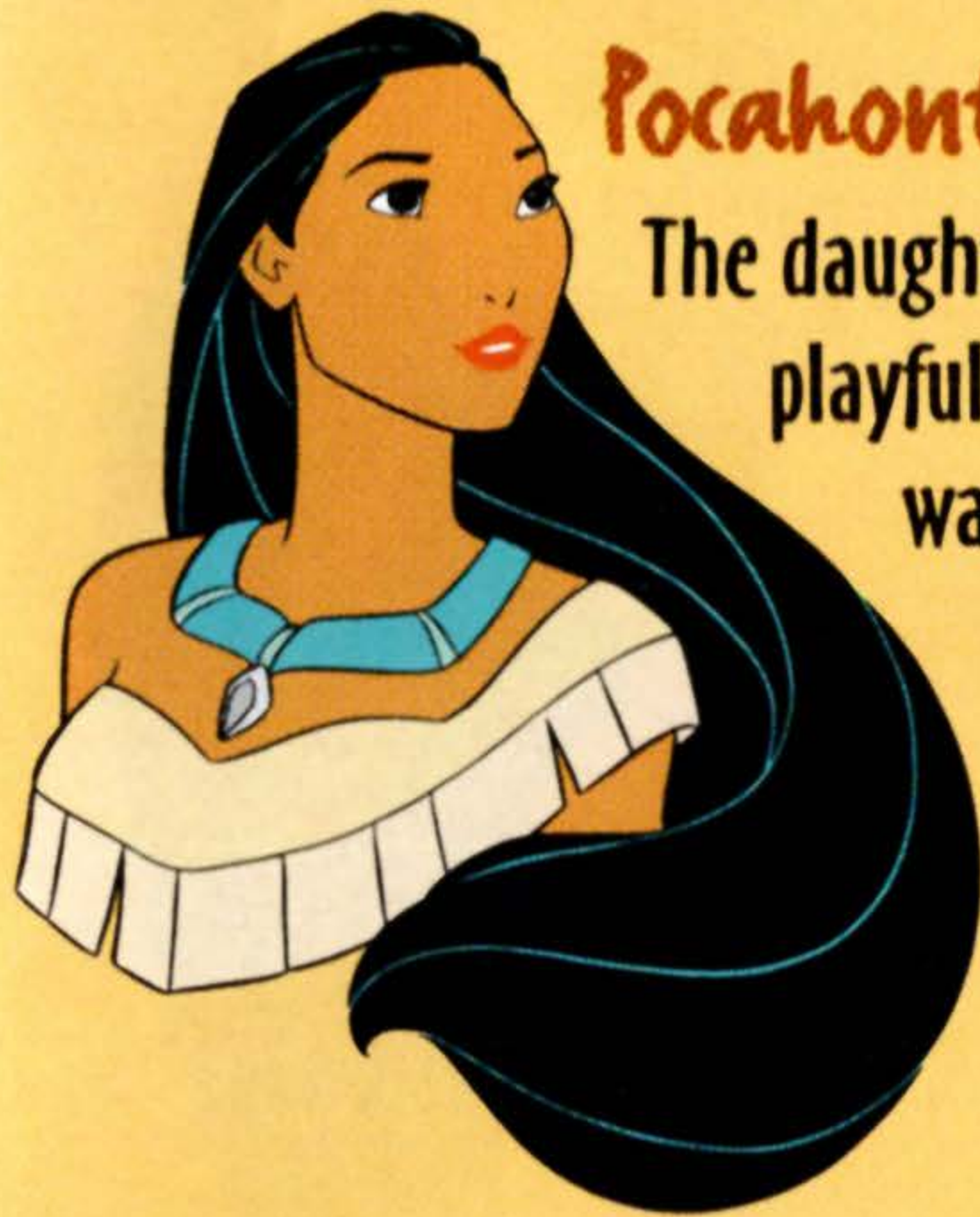
Special Moves

Once you have earned the power of the bear, you can press the Control Pad Up + B Button to bring forth this ability. The power of the bear will frighten the English settlers!

Press the Control Pad when you are near a rock or log for Pocahontas (or Meeko) to give it a push. Some rocks and logs may be too big for Meeko to move.

NOTE: Pocahontas moves within the elements of the background like the rocks, the trees and so forth. Try to get her to use as much of the natural world around her so she can see all of the available options. Remember, this is an adventure of exploration! There is no one set path for you to take. You have the freedom to roam wherever in the setting you wish to go! It may take you a shorter time to finish an act than someone else, but that may be because you chose a different path! Like Pocahontas, the path you end up following is your own!

Characters



Pocahontas

The daughter of Chief Powhatan is an intelligent, independent, courageous, playful and free-spirited young woman who knows every tree, waterfall, and creature in her forest home. She cherishes her people, the animals and harmony of her homeland.

Meeko

This cute, mischievous raccoon is Pocahontas' constant companion. He'll go wherever she goes and offers her help along the way.





Flit

This hummingbird is Pocahontas' self-appointed confidant and bodyguard. He shows up sometimes to prevent her from going places that might be dangerous for her to attempt reaching before she earns the animal power to get there.

Grandmother Willow

This wise spirit of an ancient tree gives Pocahontas comfort and guidance. Her words offer important clues!



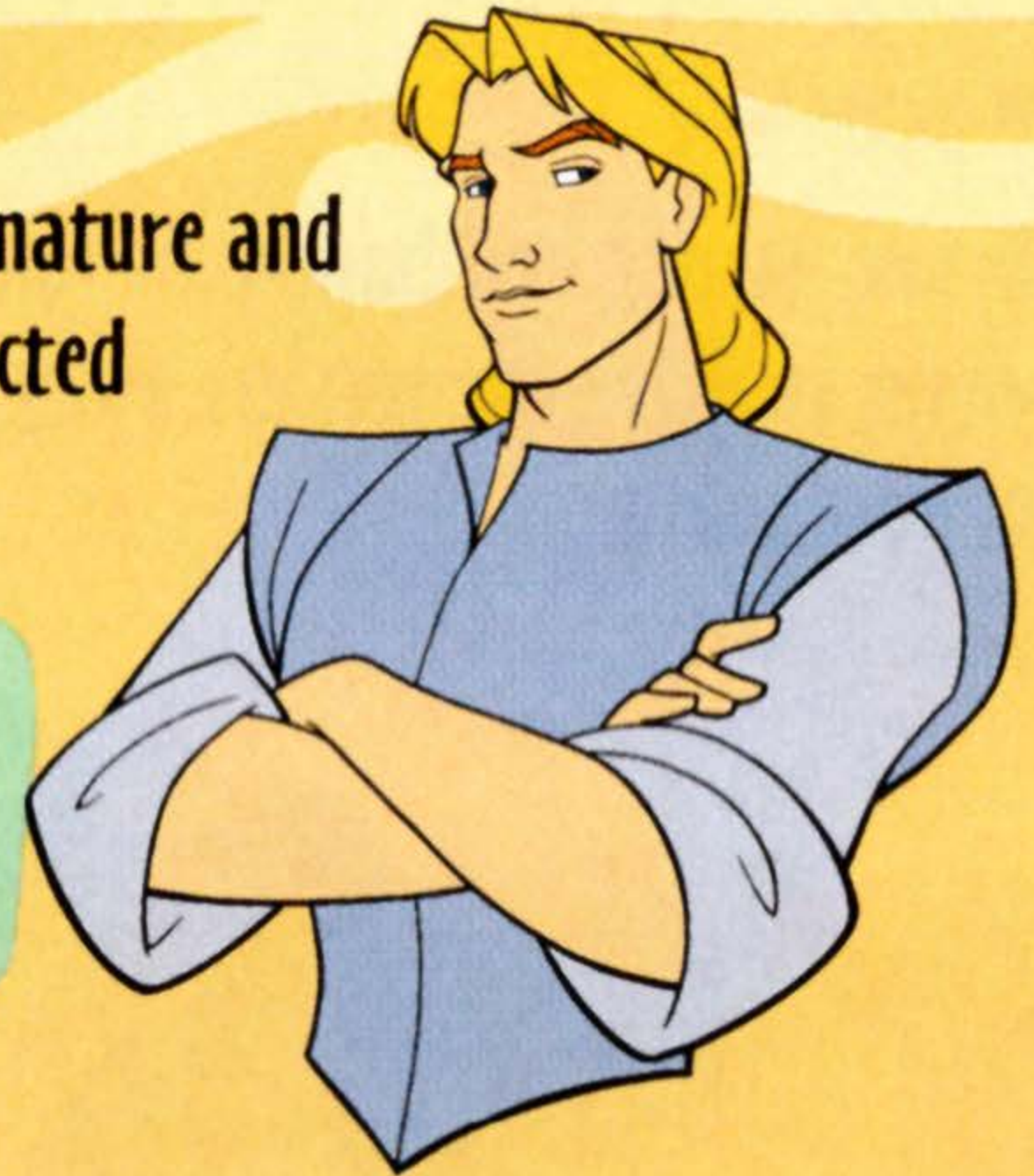
John Smith

The English settler who befriends Pocahontas and learns that nature and the environment are things that must be cherished and protected from spoiling.



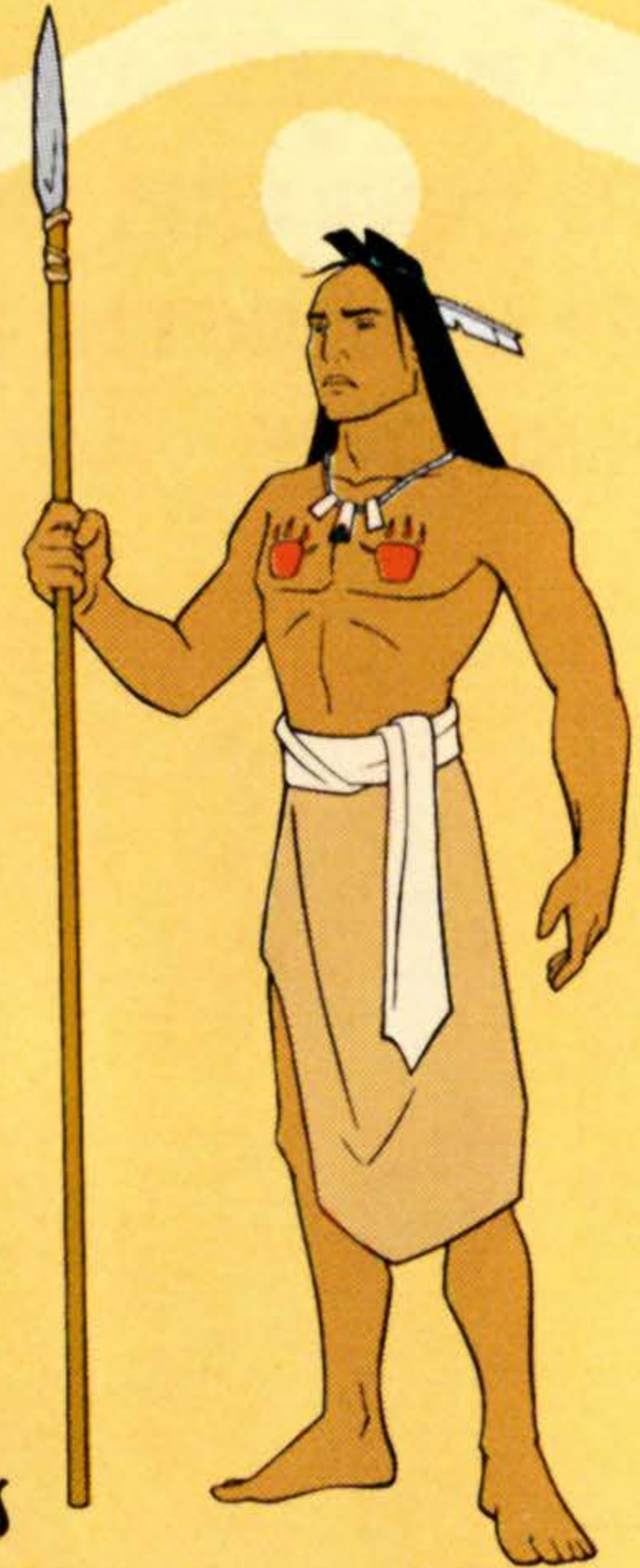
Chief Powhatan

Pocahontas' father is the powerful leader of the Powhatans, who shares a special closeness with Pocahontas. As a truly wise man, he has the ability to learn as well as teach, to be led as well as lead, and the courage to choose the path of peace instead of war.



Kocoum

Brave, strong and handsome Kocoum is a serious young warrior who is eager to drive the settlers away. He also considers himself a guardian of Pocahontas.



The Settlers

Each settler has his own ambitions, hopes and dreams about what they will find once they conquer this New World. They are very different from the Powhatans and do not understand that nature is something beautiful that must be revered.

Ratcliffe

The leader of the English settlers is a vain, power-hungry man who will do anything to get gold.



Percy

Ratcliffe's dog is so spoiled, he's hardly ever seen dirt before. Meeko loves to play tricks on Percy.



Pocahontas' World – The Prologue

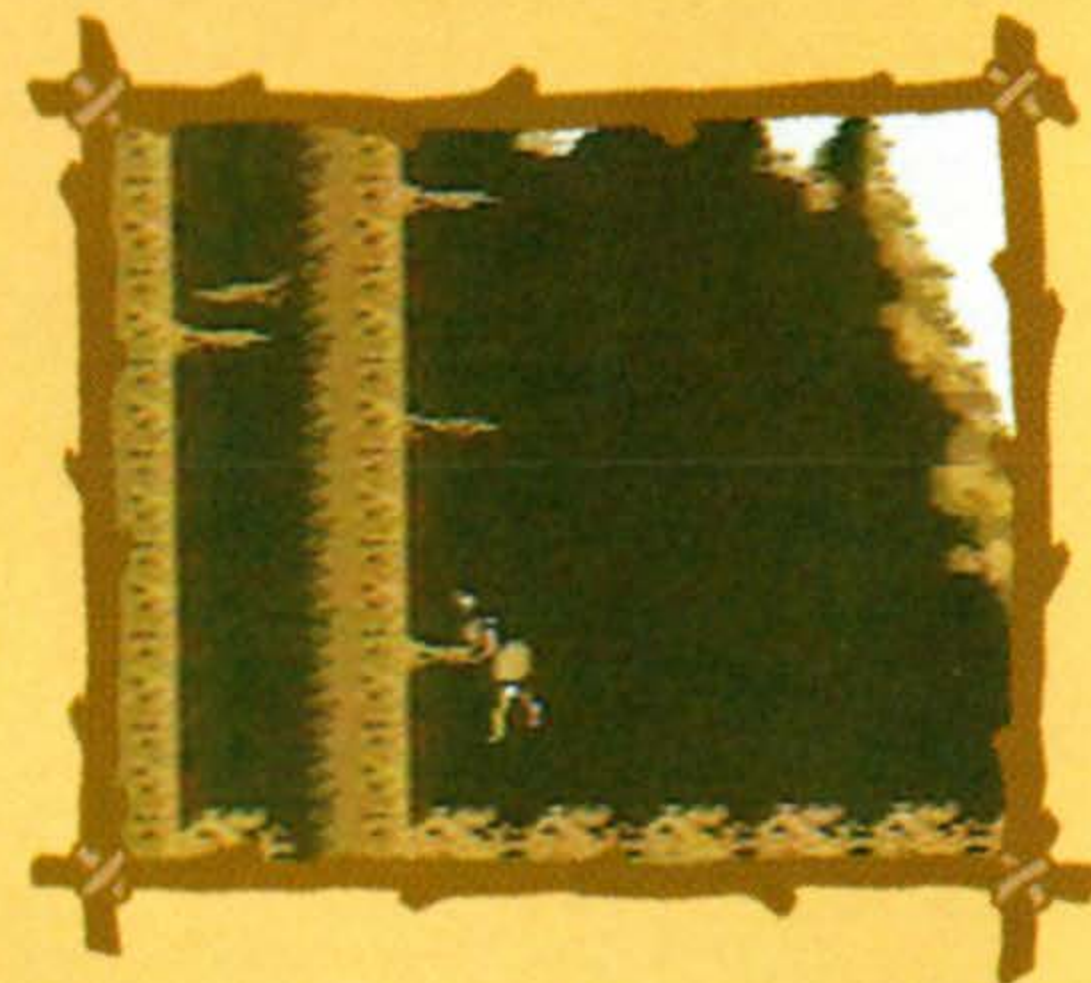


Pocahontas' adventures begin in Virginia, before the arrival of the settlers. In this lush environment you will discover what her adventure is all about.

Seek out her animal friends of the forest. It is important for you as Pocahontas to relate to each of the forest animals. Many of them need your assistance and will repay you for helping them.



Her path is filled with adventure and many challenges. Some of the challenges are found in nature itself. For example, there may be a tall



ledge that Pocahontas cannot jump high enough to reach, so you must find a way to use something in Pocahontas' environment to assist her.

If Pocahontas herself cannot move an object in the environment, then perhaps Meeko can give her a hand! Remember, the two of them must help each other through each level of the game in order for you to make it through to the very end.

The prologue area of the game is designed to introduce you to the world of Pocahontas. Although you may have the freedom to travel wherever you wish, you still must have certain skills to advance to new areas of the level.

Both Pocahontas and Meeko begin the game with a few skills, but when Pocahontas helps certain animal friends, she will gain new powers. These new powers will allow her to do things which she would not have been able to do before she earned them.

Seek out ways to get to every part of each level. Use all of Pocahontas' and Meeko's skills to get you where you need to go next. The major forest animals you will need to find in the Prologue are the deer and the otters.

Pocahontas begins the Prologue level with the following abilities: Walking, climbing (up and down), pushing (objects), and a short jump. Meeko can: Run, climb trees, jump, jump in Pocahontas' arms, push (small objects), and tread water. Meeko cannot swim. You must find ways for Pocahontas to get Meeko across all bodies of water and keep the two friends together when you can.





Act One

This act begins at the long house of Chief Powhatan. Pocahontas and her father are discussing her relationship with Kocoum. Find a way for Meeko to enter the long house to listen in and find out what is going on. Meeko won't be allowed to just walk in the front door, so you'll have to find another way in.

Once you have left the long house area you will discover brand new areas to explore. The Enchanted Glade with Grandmother Willow is nearby as well as new forest animal friends who will need your help.

You may encounter several areas that appear to be dead-ends, but they are not! If you find that you cannot proceed further in this Act, it may mean one of two possibilities:

- 1) You have not gained an important animal power that you need in order to move further along.

2) There is a difficult puzzle you are facing that requires the teamwork of both Pocahontas and Meeko to solve. Look for secret areas and tunnels in which Meeko can discover surprises.

One of the most important forest animals you meet is in Act I. He is a wolf who can share a very special talent with Pocahontas – the ability to sneak past people without being seen or heard by them. Pocahontas needs this skill to get through several difficult areas that await her. To gain this ability, you must keep up with him as he runs by jumping, swinging and using all of the abilities that Pocahontas has earned so far. The other animals of the forest that Pocahontas meets in Act I include a frisky squirrel and some fish.

There is also a special person for Pocahontas to meet in Act I. He is a stranger who has traveled many miles over the ocean on the ship, the Susan Constant. His name is John Smith.

Unlike her encounters with the animals of the forest, meeting John Smith changes Pocahontas' life forever. This unusual man is unlike anyone she has ever met before. She wishes to show him the beauty of her world.

Act Two

The settlers have built a fort and the drums of war have begun to sound. Pocahontas and Meeko need to explore the settlement and the settler's ship to find out all they can about their plans. Are they going to live in peace with the Powhatans, or are they going to make war?

The puzzles that await you in Act II are a little more difficult than the previous level's puzzles. There are also new animals (with new abilities to share), that you will encounter as well. The most significant animal of this Act is the bear. It seems a bear cub has climbed too high in a tree for the mother bear to rescue. If Pocahontas can find a way to coax the cub down from the tree, the mother bear will share her ability with Pocahontas. This ability (the Bear Scare), will instantly scare any settler, even those who carry guns!

The other animals in Act II that Pocahontas and Meeko encounter include an eagle, an owl and of course, Percy the dog. Note: Percy has no natural ability to share with Pocahontas, but he does, however, provide good sport for Meeko!

Don't forget, Pocahontas can move some pretty heavy things, and the objects around the settler's camp are no exception! Also, there are some interesting ways to move Pocahontas and Meeko within the strange environment of the camp and sailing ship.

After Pocahontas visits the settler's camp and the ship, the Susan Constant, you must guide her back to the forest to meet with John Smith. It is through him she learns about the possible dangers of a conflict between her people and his. But watch out, there is also someone else waiting to meet John Smith. His name is Kocoum, and he is concerned for the safety of Pocahontas and his people.

Act Three

Tragedy has struck the Powhatan Indians and John Smith is blamed for it. Chief Powhatan demands justice for the loss of Kocoum by ordering the death of John Smith and declares war with the settlers. The outcome of these actions would spell certain doom for the Powhatans and their land!

Pocahontas speaks with Grandmother Willow to discover her final destiny. She knows that trouble is brewing and doesn't know how to stop it. Use the words of wisdom from Grandmother Willow to help Pocahontas lead her people toward the path of peace.

"Mountain, help my heart be great," Pocahontas says, before taking the most challenging race she has ever entered.

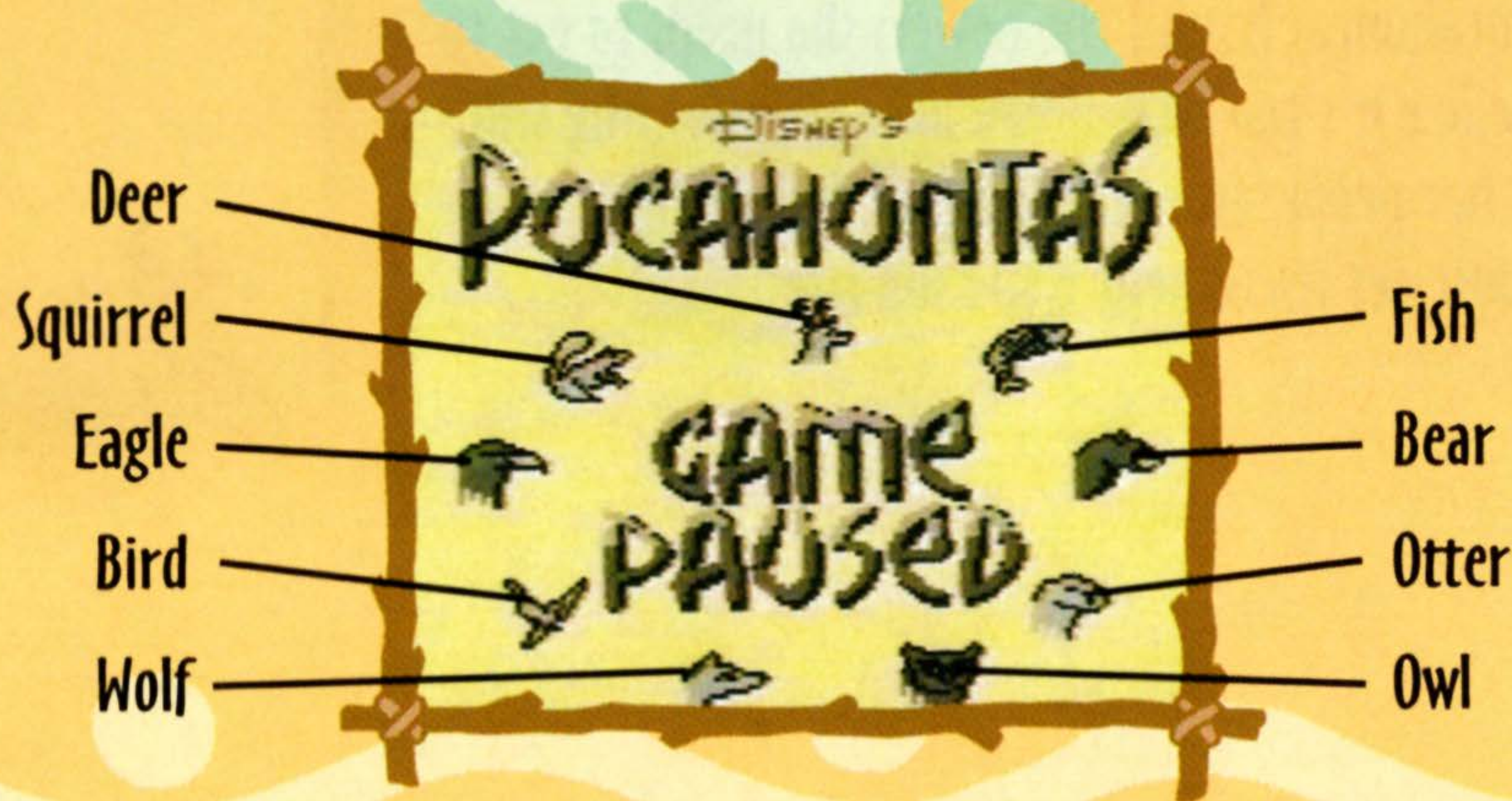
It's now a race against time as Pocahontas hurries to save her people and John Smith. At this point in the game, Pocahontas has all the power she needs. The animals will not give her any additional powers, but they will help guide her down the right path. Run slyly and swiftly with the wolf and deer, swim the otter in the stream and soar with the eagles to make it back to the village before tragedy strikes again.

The quickest path may not be the easiest one for you to find. Remember, Pocahontas has all the powers she needs to get to John Smith before it's too late. If you are successful, she will save him and her people from destruction. But hurry, Pocahontas must get there before the sun rises.



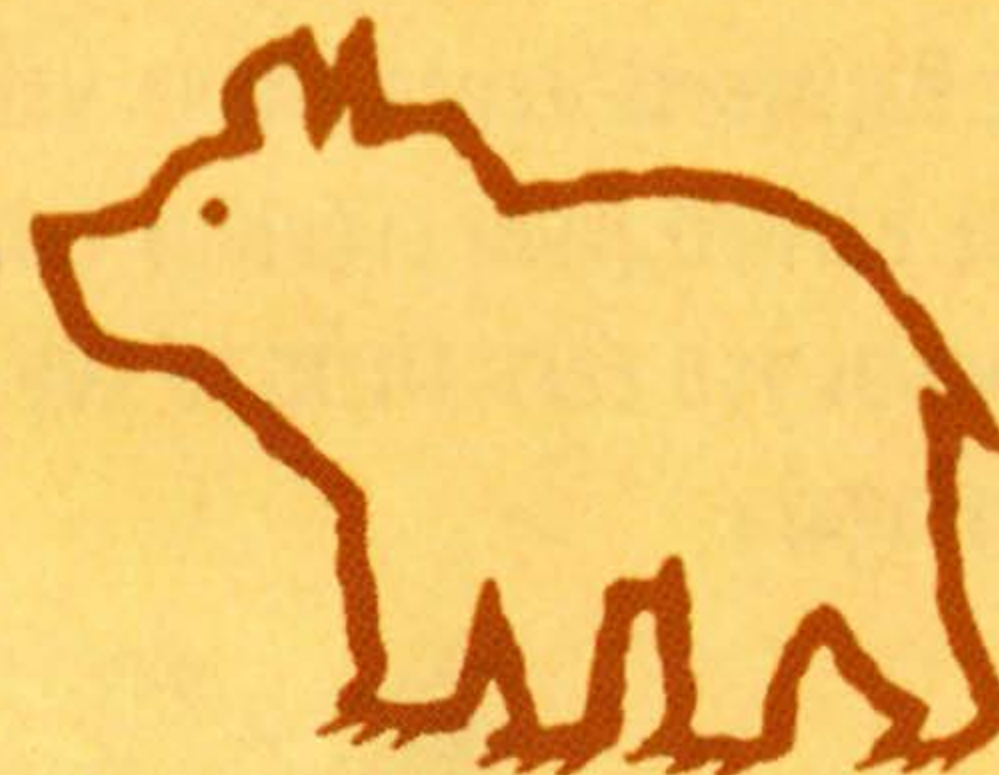
Special Animal Powers

Listed are the animal powers that Pocahontas can receive in her adventures. Press the start button to see the powers you have collected. Remember, if you have not gained an animal's power, you will not be able to use it. But once you gain the power, it's yours for the rest of the game.



ANIMAL POWER GAINED BY POCAHONTAS

Deer	Run, sprint, jump further (if she's running), extra long jump (if she's sprinting and also has the spirit of the eagle)
Otter	Dive and swim
Bird	Land softly from a high jump
Squirrel	Climb and swing from tree branches
Owl	Ability to see in the dark
Fish	Swim against a strong current
Bear	"Bear Scare" that frightens the settlers
Wolf	Crouch and sneak without being seen or heard and move under low obstacles
Eagle	Longest leap, (a leap of faith), and fall from great heights without getting hurt



SPECIAL NOTE: You may need to use an animal power more than once in the game to solve the puzzles and obstacles in your path. There are no limits to how many times you can use a power. If the ability doesn't seem to help though, you may need to try a different solution.

Passwords

The Password Screen allows you to enter passwords that you have earned from previous games. Be sure to write them down as you earn them so you won't have to play the level all over again.



Hints and Tips

This section is for those of you who have encountered a little difficulty in solving the puzzles in the game. Read this section first (before you read the next one) and maybe this will help you out of a tight spot or two.

- Flit appears from time to time on screen to point the way if you get stuck.
- Be persistent! You may need to try special moves and maneuvers several times to master them. Your patience will be rewarded later in the game when these skills are ultimately challenged.
- There is a health gauge for Pocahontas that shows up as a heart with a number inside. When the number reaches 0, the game is over.

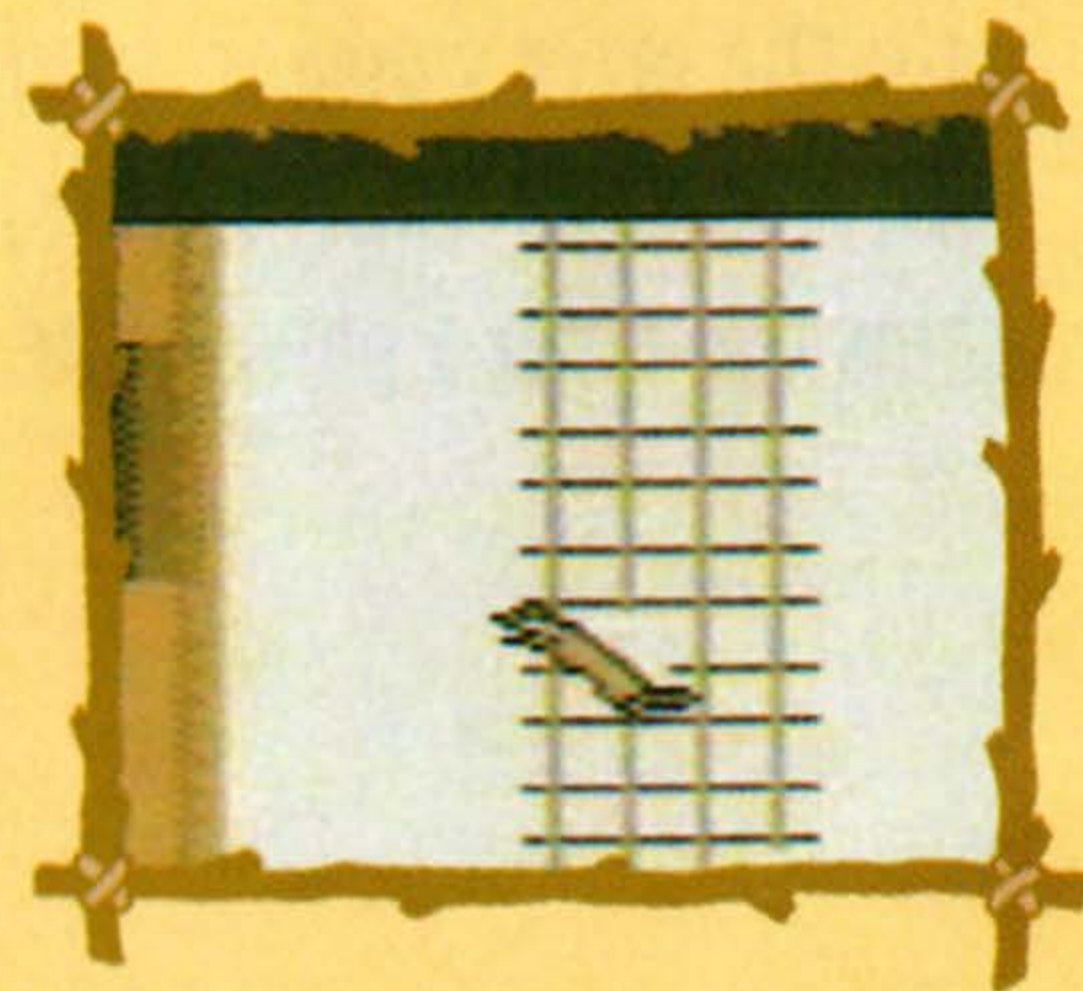
- Pocahontas will automatically pull herself up from a ledge that she has jumped up and grabbed.
- If Pocahontas cannot reach a ledge by a regular jump, she may need to stand on something to boost her higher. You can usually find a boulder in the background to help her. It just needs to be pushed into place.
- Logs come in handy for making rafts and bridges.
- On the final stage, Pocahontas must get to John Smith before time runs out.
- Meeko can jump into Pocahontas' arms and then jump to higher places.

Help!

PLEASE ONLY READ THIS SECTION IF YOU NEED TO! We want you to enjoy the thrills of discovering the solutions to each of the puzzles on your own. If you just can't seem to get past them, then go ahead and read this section.

PUZZLE #1 - The Rock

The first puzzle you encounter is how to get Pocahontas to climb up the side of a hill when she cannot reach the ledge. Use Meeko to climb up the nearby trees and jump to the ledge above her. Have him push the rock down to Pocahontas, and Pocahontas can use that rock to stand on to boost her higher. From the top of the rock, she can now jump and reach the ledge.



PUZZLE #2 - Teamwork Move #1

We mentioned before in the manual that Meeko can jump into Pocahontas' arms. From there he can jump to higher places so he can follow Pocahontas through the levels. You can use this trick to get him across shallow pools of water too!

PUZZLE #3 - The High Dive

There is an area where Pocahontas needs to leap off of a cliff in a spectacular high dive into a refreshing pool of water. She needs to have the ability of the otter to perform this move. To gain the otter's power, have Pocahontas push the rock into the water that is blocking their water slide. Once she gains the otter's power, she will be able to swim too!



Credits

DISNEY INTERACTIVE

Producer:

Project Manager:

Software Production Administrator:

Product Evaluation Supervisor:

Lead Tester:

Mike Larsen

Chip Vollers

James Mellott

Jeffrey W. Blattner

Peter Sison

POCAHONTAS ORIGINAL SONG

"Colors of the Wind"

Music by Alan Menken

Lyrics by Stephen Schwartz

© 1995 Wonderland Music Company, Inc. and The Walt Disney Company.

All Rights Reserved. Used by permission.



Package & Manual Design:

Beeline Group, Inc.

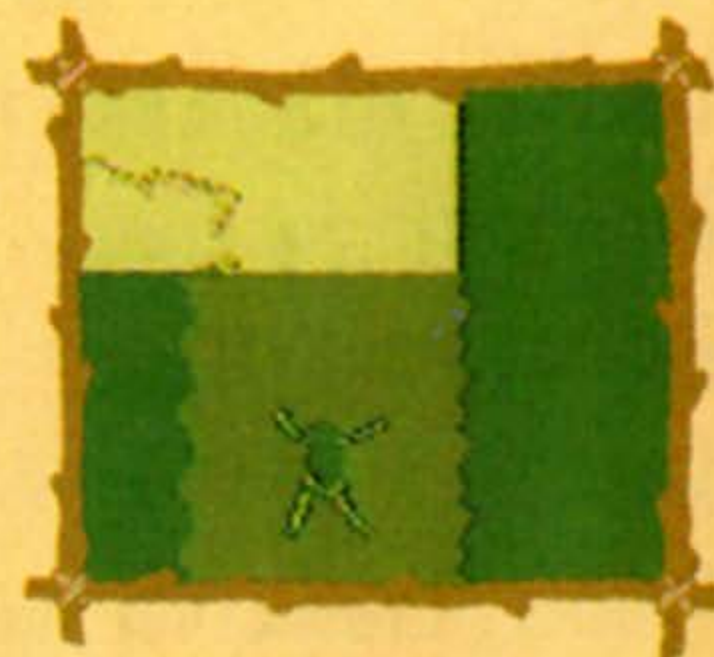
Using Your Super Game Boy Adapter

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.

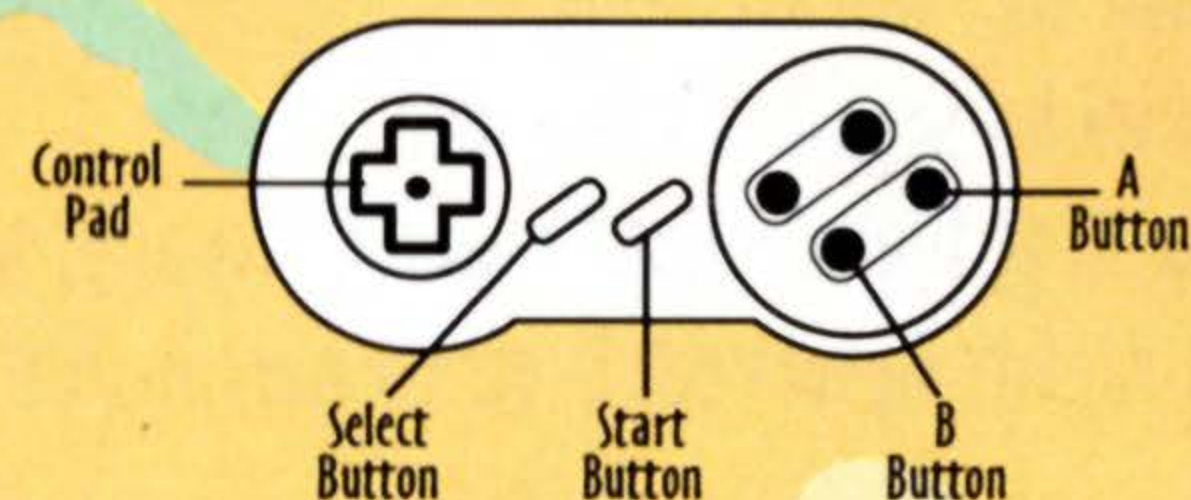


For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

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.



Limited Warranty

BLACK PEARL SOFTWARE 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, BLACK PEARL SOFTWARE 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 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.
3. If the BLACK PEARL SOFTWARE 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:

BLACK PEARL SOFTWARE 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 BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE 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 BLACK PEARL SOFTWARE. If replacement Game Paks are not available, the defective Game Pak will be returned and the \$10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

WARNING: Copying of this game is illegal and is prohibited by domestic and international copyright laws. Back-up or archival copies are not authorized and are not necessary to protect your software. This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

The provisions of this 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 limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

BLACK PEARL SOFTWARE c/o T • HQ, Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. (818) 591-1310.



Black Pearl Software c/o T • HQ, Inc.
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

© The Walt Disney Company.

Black Pearl Software is a trademark of T • HQ, Inc. © 1996 T • HQ, Inc.

Printed in Japan

