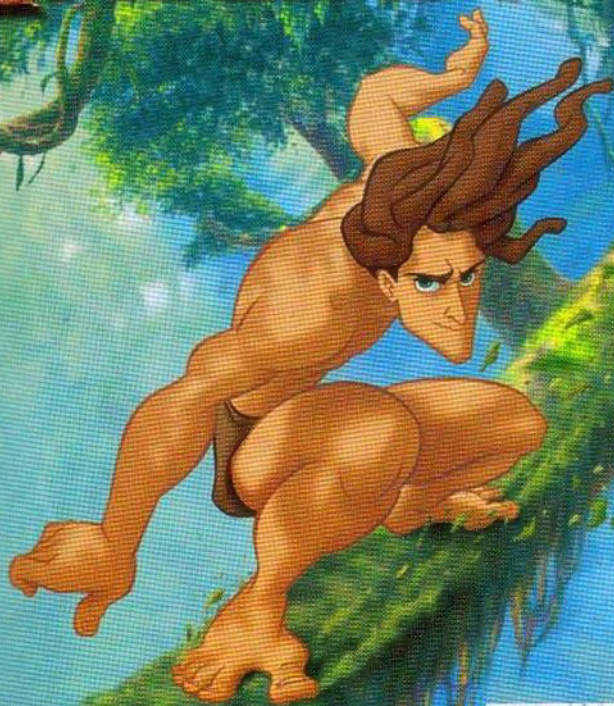


INSTRUCTION BOOKLET

Disney's
TARZAN™



ACTIVISION.



NINTENDO 64



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GETTING STARTED

Connecting the Nintendo® 64 Controller



To play *Disney's Tarzan™*, connect a Controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

Rumble Pak®/Controller Pak™

This game, *Disney's Tarzan™*, is compatible with the Rumble Pak and Controller Pak accessories. Before using them, read the Rumble Pak and Controller Pak instruction booklets carefully.

Any time you start a game, you will be prompted to insert your Rumble Pak or Controller Pak at that time. If you are not using a Rumble Pak or Controller Pak, you will see a message reminding you that the Rumble Pak or Save/Load features will not be available. Remember, it is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

Note: *Disney's Tarzan™* may not be compatible with all 3rd party accessories.

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



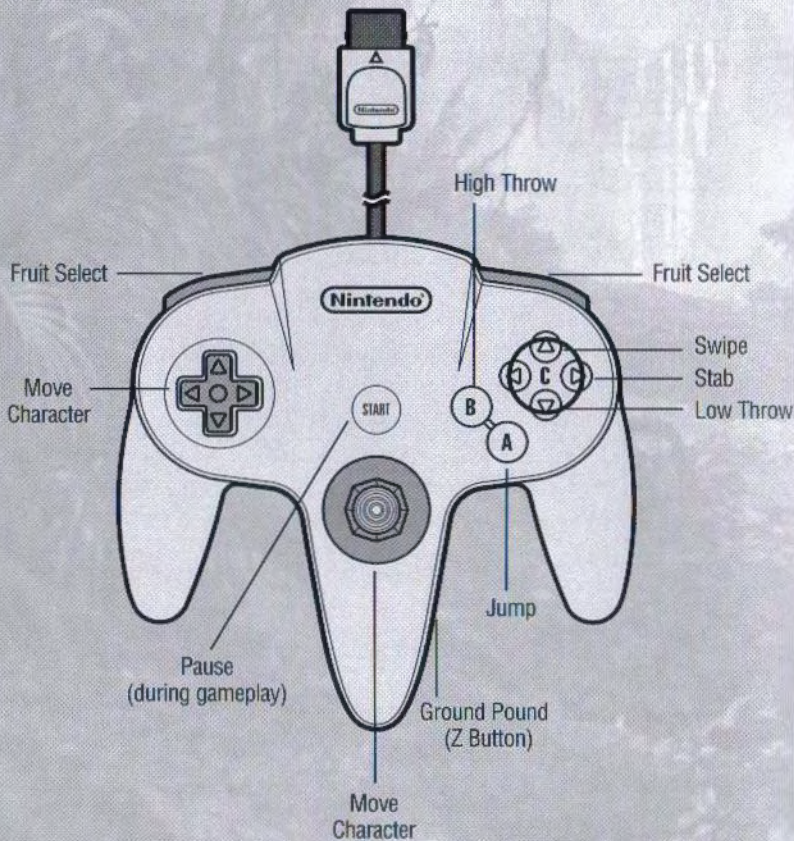
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

Controller Pak™ Menu

Press and hold Start upon powering up or reset to access the Controller Pak menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete Notes.

CONTROLLER FUNCTIONS





WELCOME TO THE JUNGLE

Tarzan yells in triumph as you control the ultimate hero's passage through his jungle home. Swing, climb, run, jump, and surf your way through Tarzan's adventures. Meet Tarzan's friends, encounter mysterious strangers, and save Tarzan's family from a ruthless hunter as you navigate through his exotic world.

THE MAIN MENU

Use the Control Stick up/down to move between the four Main Menu choices (Start Game, Options, Load Game and Character Screens). Highlight your choice and press the A Button to proceed.

Start Game

Highlight Start Game and press the A Button.



Options

Professor Porter will point the way to the options (Difficulty, Controller, Sound and Story Screens) when you press the Control Stick up/down arrows. Highlight the option, then press the A Button to confirm the selection.

Difficulty

Easy, Medium, Hard. Press the Control Stick up/down to highlight the difficulty level option, then press the A Button to confirm the selection.

Controller

You can choose different control settings by highlighting Controller and pressing the A Button. Move the Control Stick left/right to change the controller configuration. Press the A Button to select or the B Button to exit.

Sound

Music

You can change the volume of the game to either Full, Medium or Off. Press the A Button to confirm your selection. Press the B Button to exit.

Sfx

Mono, Stereo.

Press the A Button to confirm your selection. Press the B Button to exit.

Story Screens

Use the Control Stick left/right to cycle through the available story screens. Story screens will be made available by collecting the T-A-R-Z-A-N letters on each level. Note: You can only access a story screen after selecting a previously saved game. Highlight the story screen you wish to view and press the A Button. Press the B Button to exit.

Load Game

Let Jane guide you to your saved games. If instructed to, insert your Controller Pak. Use the Control Stick to move to the game you wish to play, highlight it and press the A Button.

Character Screens

Use the Control Stick to cycle through the character screens. Learn about Tarzan and all the different characters in his jungle world.

Handwritten signature

DISNEY'S TARZAN™

Orphaned in the jungle, Tarzan is rescued by Kala, a female gorilla, who discovers the baby in a tree house high above the jungle floor.

An immediate bond forms between the two

when Kala is forced to save Tarzan from

the leopard, Sabor, a longtime enemy

of the gorilla family and the killer of

the child's parents. Kala returns with

Tarzan to her ape family. The

other apes look at the baby

with uncertainty, and

Kerchak, the ape's

leader, fears the baby

will bring danger to his

family. When Kala refuses to abandon

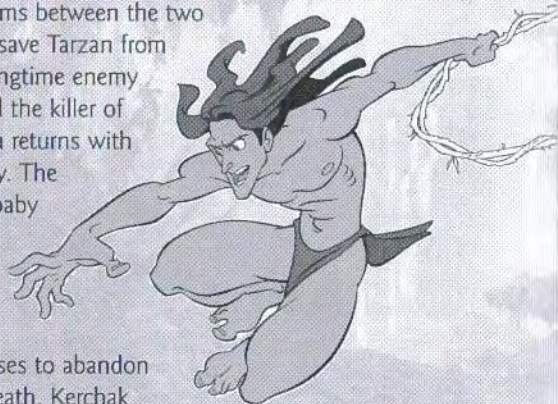
the child to a certain death, Kerchak

allows her to keep the baby, but refuses to be a father to this stranger.

Tarzan thrives in the jungle, quickly becoming friends with a tomboy ape named Terk, and a neurotic elephant named Tantor. As Tarzan watches all the creatures of the jungle, he learns their skills and uses what he learns. Even so, Tarzan knows he is different from the animals in his new family.

Determined to prove himself to Kerchak, Tarzan vows to become "the best ape ever!" As Tarzan grows into adulthood, his strength and agility allow him to move through the jungle with ease. When Sabor attacks Kerchak, Tarzan kills the leopard, finally earning Kerchak's respect and acceptance. Just when it seems that he has finally fit into the gorilla family, gunshots announce the arrival of humans. With that one sound, Tarzan's world changes forever.

Curious about these new strangers, Tarzan must find out more about them. He is quickly introduced to Professor Porter, a noted scientific expert on gorillas, Professor Porter's daughter, Jane and Clayton, their opportunistic jungle guide. Unimagined adventures await Tarzan as his human acquaintances encounter the gorilla world he grew up in.



TARZAN'S FRIENDS

Terk

A feisty, wisecracking tomboy, Terk quickly adopts Tarzan as a little brother. Terk teaches Tarzan the ways of the jungle; she is always there to help her hairless friend, although she complains a little bit at first.



Tantor

An elephant bundle of nerves and neuroses, Tantor's size does nothing to waylay his numerous anxieties. However, when Tarzan is in trouble, Tantor will always trumpet-charge to his friend's rescue.

Jane

A proper young Victorian woman, Jane eagerly embraces the excitement and danger of the jungle. Jane discovers she can teach Tarzan the ways of Man, while Tarzan happily guides Jane to the hidden wonders of his exotic world.



Professor Porter

As the world-leading expert on gorillas, Professor Porter is eager to observe them in the jungle. He is a good-natured man, full of enthusiasm, and easily distracted. He is always watchful when it comes to his daughter Jane.

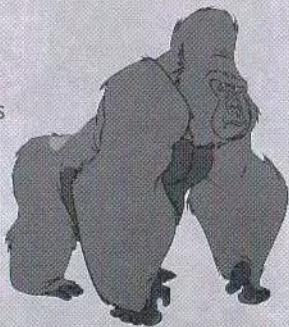


Kala

Tarzan's adoptive mother, Kala, loves Tarzan unconditionally and teaches him that family is more a matter of heart than of blood.

Kerchak

The respected patriarch of the gorilla family, Kerchak is fiercely devoted to the apes in his care. Convinced that Tarzan will bring danger to his family, Kerchak refuses to accept Tarzan. Kerchak acknowledges Tarzan's worthiness when Tarzan puts himself at risk to save his gorilla family.



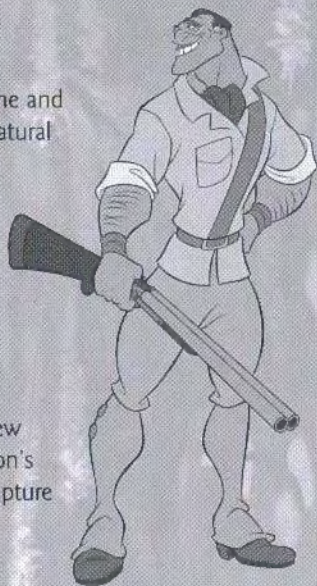
TARZAN'S ENEMIES

Jungle Animals

The jungle is alive with animals. But be careful, although some of the creatures are cute and fuzzy, they can still be hazardous to your health. Some animals are even downright mean and will throw harmful fruit at Tarzan.

Clayton

An experienced hunter, Clayton guides Jane and Professor Porter through the jungle. His natural instinct is to shoot first and explore later. Although Clayton appears to be the ideal example of civilized man, Tarzan soon discovers who is the savage.



Thugs

When the humans arrive in the jungle, new dangers face Tarzan. Watch out for Clayton's thugs. They are out to hurt Tarzan and capture his gorilla family.

HAZARDS

Certain plants and animals decrease Tarzan's strength so that he must find health to continue.

Animals

While some animals are openly hostile to Tarzan, others will decrease Tarzan's strength by simply making contact. Jump to avoid them using the A Button, or throw fruit at them using the B Button, or the C-Down Button.

Birds

Birds drop coconuts on Tarzan. Jump by pressing the A Button to see them coming or press the Control Stick down to duck and protect Tarzan. Then head for cover.

Exotic Plants

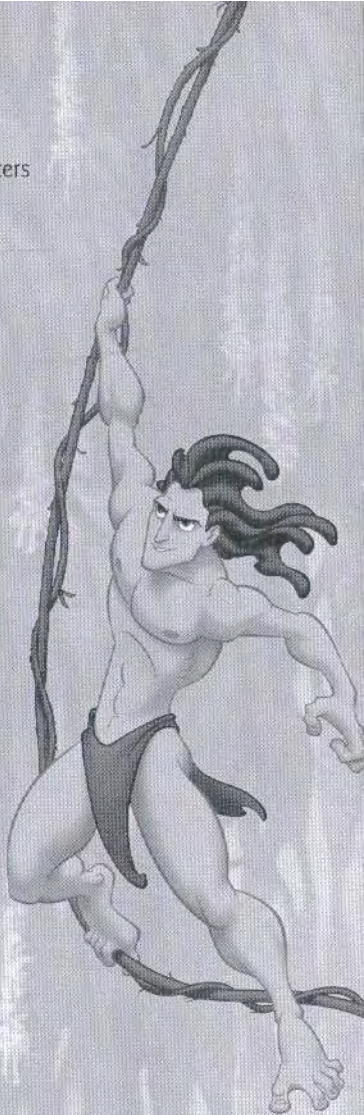
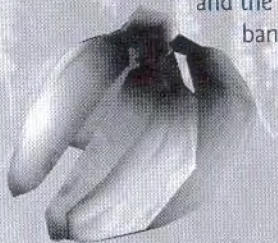
Activate the banana tree by pressing the Z Button to ground pound. Throw fruit to activate the orange-pink plant. Once activated, bananas and power-ups will fly out.

HEALTH

Tarzan needs a lot of energy as he encounters his enemies. Watch the energy bar and be sure to let Tarzan collect the bananas that he finds. He must gather his strength before the next encounter. See Hazards.

Banana Tree

Ground pound the base of the banana tree by pressing the Z Button and the tree will drop bananas and other items that will help Tarzan.



TARZAN'S MOVES

Swinging

Using the Control Stick, press and hold it left/right to swing Left or Right. Press up on the Control Stick to climb up or down to move down. Tarzan will swing from the vine or rope. Press the A Button to get Tarzan to release his grip and swing to the next vine. This move is perfect for moving Tarzan safely across wide pits.



Climbing

Move Tarzan to a cliff, tree or vine. Press the A Button and the Control Stick up simultaneously. Tarzan will climb the obstacle to get where he is going, possibly gathering rewards along the way.



Tree Surfing

Tarzan lands on a twisting branch and suddenly he is surfing past birds and monkeys. Press the Control Stick down to duck on the branch and avoid getting Tarzan smacked by overhanging branches. Press the A Button to leap over low-clinging vines. Be prepared to swing wide of branches using the left and right Control Stick, and to collect tokens.



Pound

Press the Z Button to have Tarzan ground pound the jungle floor. This move can release health, power, fruit and mangos from trees, provide access to hidden areas on the jungle floor, or break open boxes.



Power Jump

The jungle offers many ways to help Tarzan jump to or over high obstacles. Have Tarzan leap, using the A Button, on springy plants and large animals, then use the Control Stick to move him where he needs to go.



TARZAN'S WEAPONS

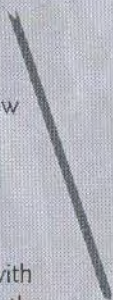


Knife

Find the knife, pick it up and use the C-Up Button to slash with it, and the C-Right Button to thrust.

Spear

Tarzan has a spear for his fight against Sabor. Use the C-Down Button for high attack and press the B Button for low attack.



Jane's Parasol

This item is used while tree surfing with Jane. Press the B Button to pop open the parasol while tree surfing and knock baboons off the tree.

Power Fruit

Tarzan has three different colored fruits he can collect, each with increased power to help him with larger enemies. Press the Left/Right Button several times to see the quantity of each color fruit Tarzan has available. Cycle to the color of fruit you wish to use.



Yellow Fruit

Standard power. Tarzan has an unlimited supply of this fruit to throw.

Purple Fruit

First level of increased power. This fruit has double the impact power of the Yellow Fruit.

Red Fruit

Second level of increased power. This fruit splits to hit multiple enemies.

Blue Fruit

The most powerful fruit. This fruit blasts all the enemies in the vicinity.



Use the underhand throw, C-Down Button, to throw fruit at enemies close at hand, and the overhand throw, B Button, for those farther away.

COLLECTIBLES



Tokens

For every 100 tokens Tarzan collects before completing a level, he gains a life.

Tarzan Letters



Collect all six letters that spell T-A-R-Z-A-N on a level and you can open story screens in the the Options screen.

Sketches

Complete a sketch before you complete a level by collecting its four pieces, and get a bonus level. See Bonus Levels.



Terk Tokens

Sometimes life in the jungle can get a bit tricky. Lucky for Tarzan, he has his good buddy Terk to look out for him. In the first two levels of the game, Tarzan will come across several Terk Tokens. Just jump up and grab the tokens, and Terk will come by and give Tarzan a jungle survival tip.

LEVEL SELECT

Upon completing a level, you will be taken to the level select screen. The next level in Tarzan's journey will be highlighted. Just press the A Button to proceed to the next level. If you wish to proceed to a previously completed level, use the Control Stick up/down and press the A Button. A total percentage of the game completed appears on the bottom of the screen. Complete the game at 100% and earn a special *Disney's Tarzan™* story reward.

LEVELS

Welcome to the Jungle

Orphaned, Tarzan must survive in the jungle. To do that, he has many discoveries to make. Terk helps Tarzan a lot. Grab a Terk token and Tarzan's tomboy friend is on the way to help him. Tarzan needs to be armed, so be on the lookout for a knife pickup.



Going Ape

Tarzan knows some things now, having learned the ways of the jungle, and now he sets out to discover more. Terk is still there to help, but increasingly, Tarzan must use his knowledge of the jungle to survive and grow. This level introduces

Tarzan to using vines to get around the jungle. Be sure to climb vines as well as leap from them. Surprises await you in the jungle canopy.

The Elephant Hair Dare

Tarzan comes to play with Terk, but the other apes want nothing to do with Tarzan. Terk gives Tarzan "The Elephant Hair Dare." Get an elephant hair and you can be one of the gang. Tarzan heads deep into the jungle to find an elephant.

What he finds instead are large animals, tangles of vines, and the need to eat many bananas to stay healthy long enough to finish his quest.



Stampede

Tarzan grabs an elephant's tail to get the elusive hair, only to be spotted and mistaken for a piranha. Watch out, Tarzan! The herd of elephants is stampeding. There are lots of bananas

and tokens to collect if Tarzan can keep from being trampled under the rampaging elephants, bashed by trees, or running into wandering rhinos. Will he get home with the hair and be one of the gang?

Coming of Age

Tarzan, the boy, becomes a man of the jungle. There are huge cliffs to climb, and a lot of tree surfing to do, so Tarzan must keep up his strength. Watch for rewards and tokens in strange places. Remember to ground pound the jungle floor beneath trees and on rotten branches that contain bonuses.



Sabor Attacks

Tarzan rescues Kerchak from Sabor, then has to search the jungle for his enemy. Finding Sabor, Tarzan fights this ferocious leopard with a spear, to rid the jungle of this predator.



The Baboon Chase

Jane retrieves her sketches from the baby baboon by tricking him, and it angers the whole baboon horde. The chase is on.

Trashing the Camp

Come on, let's have some fun! Terk and friends trash the camp. Break into boxes using the Z Button, climb to reach great heights for their treasures, then trampoline across the camp while making a big mess.

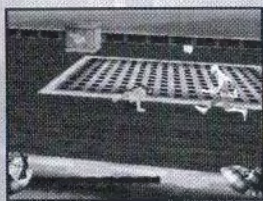


Campsite Commotion

Tarzan stumbles into camp as Clayton's thugs are breaking it down. Try to find Jane somewhere in the camp while avoiding Clayton's thugs.

Journey to the Treehouse

Kala feels she must tell Tarzan the truth about his parents. She will wait for Tarzan at the Treehouse. Tarzan makes his way over rotten logs, through crocodile and enemy infested jungle to reach the treehouse. It might be a good time for Tarzan to keep off the jungle floor and swing from the vines.



Rockin' the Boat

Around the deck, up onto the bow, across the rigging, in the stern and along the boat's hull, Tarzan searches for a way off the boat. Worse, he has to do it with the thugs themselves coming at him from all sides of the rolling deck, and avoiding sliding boxes that could crush him.

Tarzan to the Rescue

Tarzan must get to the gorillas before Clayton takes them away. There is no better friend to get him there than Tantor, but Tarzan has to get past a rampaging rhino and Clayton's thugs, to rescue the gorilla family.



Conflict with Clayton

Rescuing the apes foiled Clayton's plan and he's now more determined than ever to make Tarzan into a plaque for his trophy room. Take on Clayton, the great hunter, and find out who's the real master of the game.

TARZAN'S JUNGLE HINTS

Look for highlighted differences on the jungle floor and have Tarzan pound the ground. Bananas and tokens are hidden in strange places.

Watch for springboards of all kinds, jungle branches, loose boards, springy plants, the backs of large animals, and then power jump.

Watch the counter in the leaf on the lower right corner of the screen to know how many lives Tarzan has left.

On the "Rockin' the Boat" level, look for levers that open access to blocked off areas.

There are many paths on the Journey to the Treehouse, but some are more profitable in terms of bonuses than others. So search high and low and you will be sure to discover more than you bargained for.

Vines are not just for swinging. Several vines have bonus items hidden along the tops of the trees. Climb up to the tops of vines and discover Jungle Tokens and Health.

In the camp, trash some crates to find jungle tokens and other valuable items. You will also want to hang out on the teeter-totter for a second, as the result can be uplifting.

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Tantor
Jim Cummings

Professor Porter
Val Bettin

Kala
Suzanne Blakeslee

Thugs
Cory Burton

**ORIGINAL SONGS FROM
DISNEY'S TARZAN® MOTION PICTURE**

Two Worlds
Produced and Arranged by Phil Collins and
Mark Mancina
Performed by Phil Collins

Son of Man
Produced and Arranged by Phil Collins
Performed by Phil Collins

Strangers Like Me
Produced by Phil Collins
Arranged by Phil Collins and
Mark Mancina
Performed by Phil Collins

Trashin' the Camp
Produced and Arranged by Phil Collins
All Instruments performed by
Phil Collins
Vocals by Phil Collins and
Rosie O'Donnell
Phil Collins appears courtesy of Atlantic
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Game music arranged and recorded by
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Jennifer Hughes

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Kerchak
Gregg Berger

Baby Baboon
Chris Sanders

Walt Disney Character Voices
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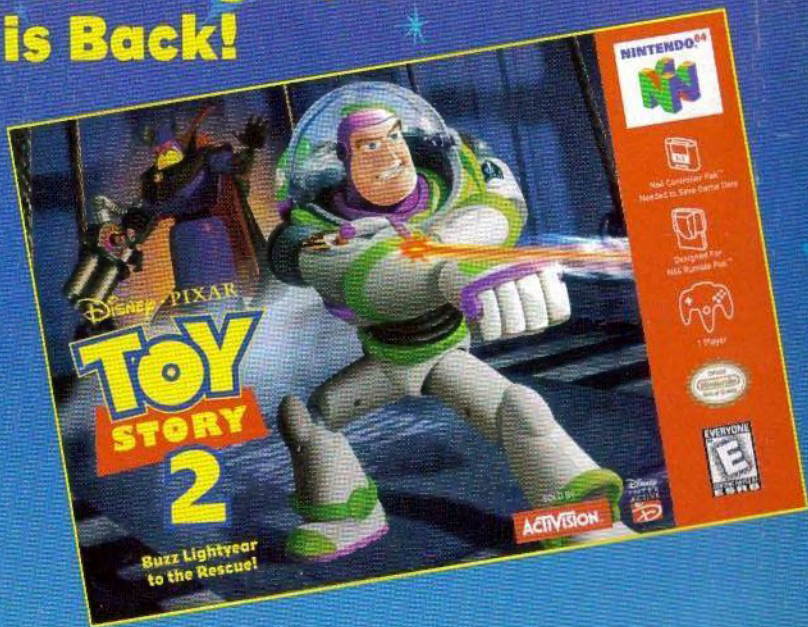
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