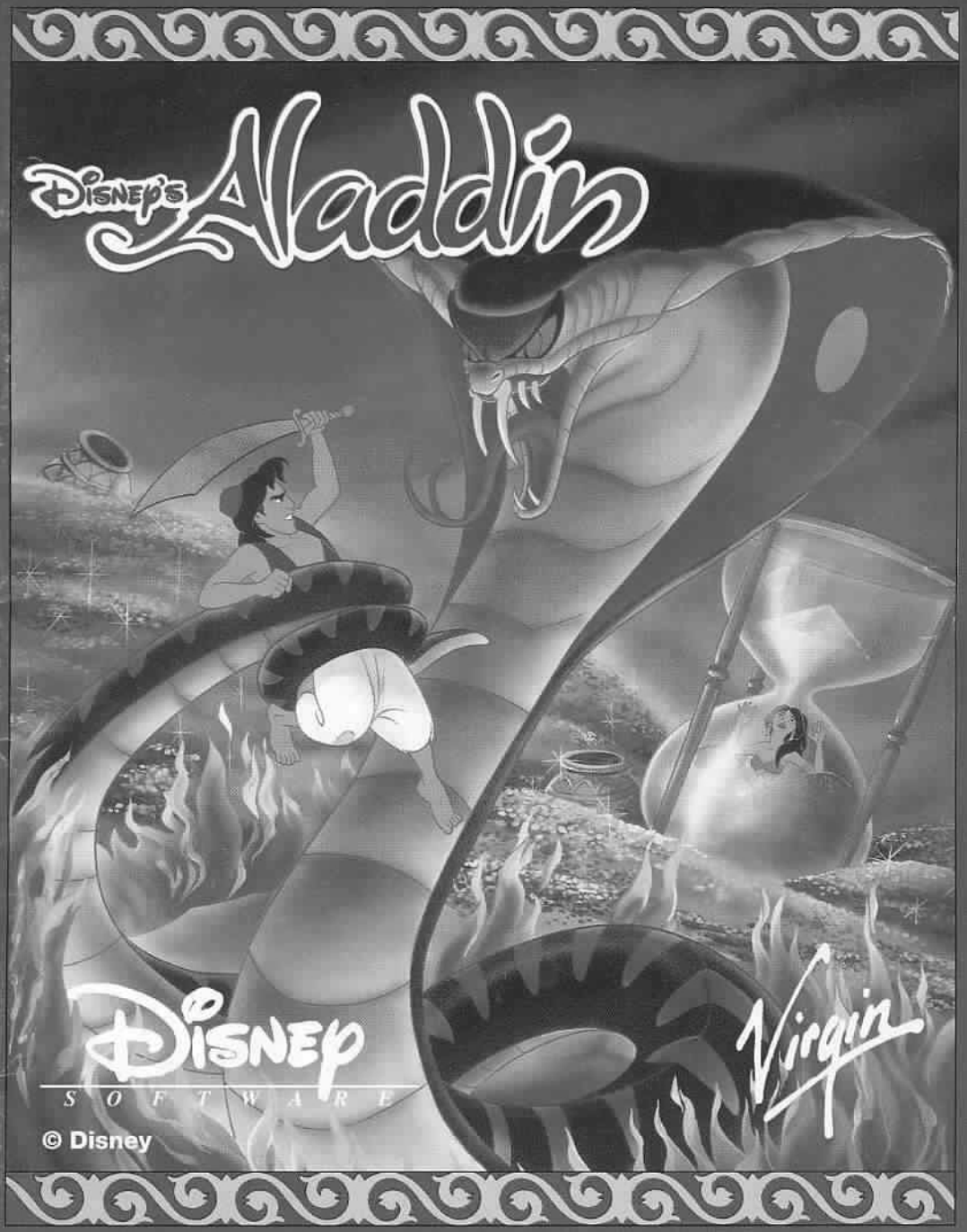
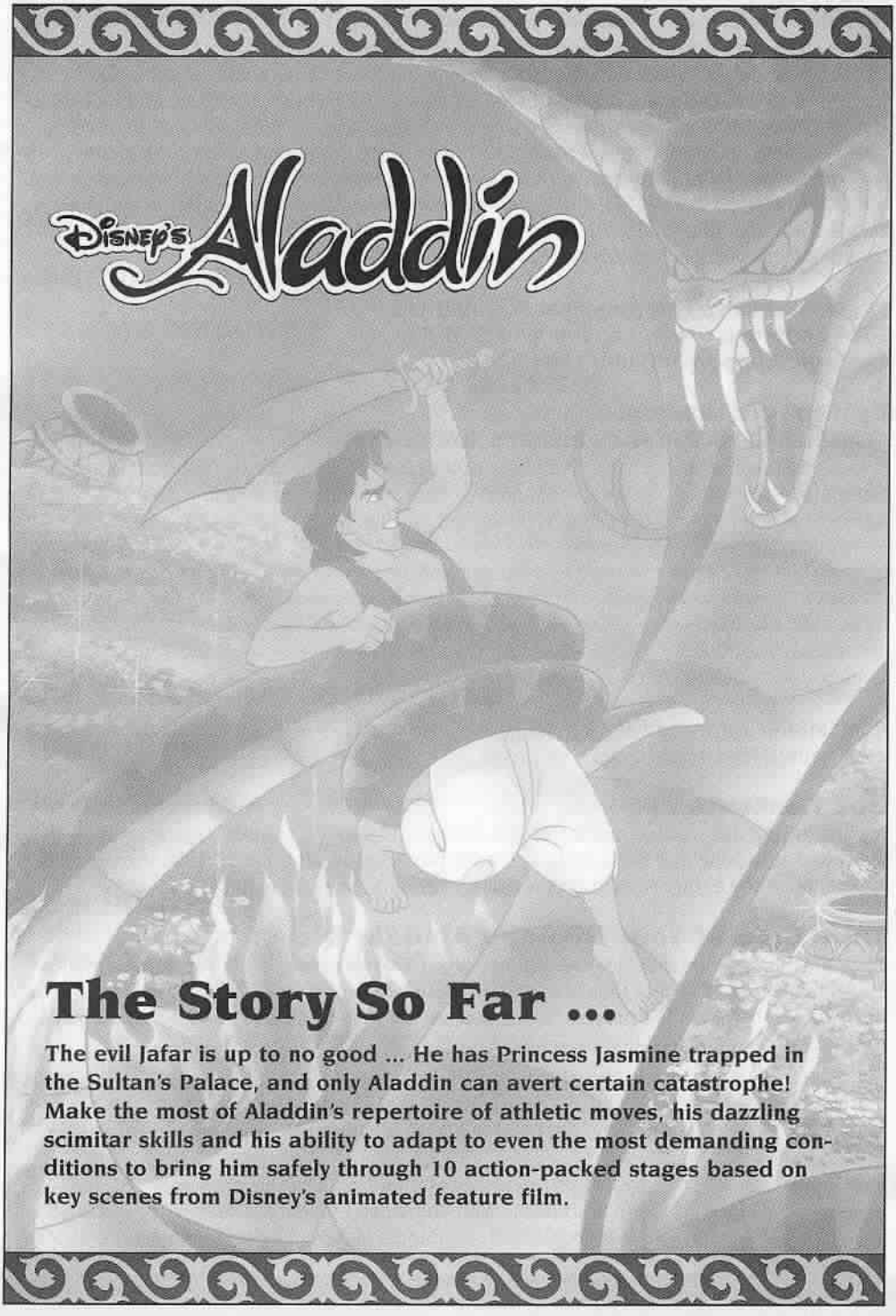


ENGLISH • FRANCAIS • DEUTSCH
ITALIANO • ESPAÑOL



The Story So Far ...

The evil Jafar is up to no good ... He has Princess Jasmine trapped in the Sultan's Palace, and only Aladdin can avert certain catastrophe! Make the most of Aladdin's repertoire of athletic moves, his dazzling scimitar skills and his ability to adapt to even the most demanding conditions to bring him safely through 10 action-packed stages based on key scenes from Disney's animated feature film.

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Virgin Interactive Entertainment (Europe) Ltd,
338A Ladbroke Grove, London W10 5AH.
Customer Support Tel: (081) 964 8242.

Epilepsy Warning!

READ THIS BEFORE PLAYING DISNEY'S ALADDIN!

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns of backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor 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 doctor before resuming play.

REMEMBER: Don't play with your Amiga for long periods. Take at least a 10-minute break in every hour to relax yourself and your Amiga.

Box Contents

Accompanying this manual inside this box you should find 3 *Disney's Aladdin* program diskettes. We advise that these disks are 'write-protected' at all times by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

Take Care Of Your Disney's Aladdin Disks!

Disks are magnetic media, just like cassette tapes. Do not expose disks to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process. When you are not playing *Disney's Aladdin*, be sure to keep the disks in their box to minimise damage.

* Do not expose the disks to water, dirt or excessive heat or cold.
* Do not attempt to take the disks apart.
* Do not bend the disks or subject them to any violent impact.

This product is exempt from classification under UK Law.
In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.



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Loading Disney's Aladdin

Note that *Disney's Aladdin* is for one player only.

* Set up your computer as described in its instruction manual. Ensure that a joystick is plugged into the port marked '2 JOYSTICK'.

* If your computer is turned on, turn it off. Wait for at least 30 seconds before turning on your computer again. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying your *Disney's Aladdin* disks.

* Insert *Disney's Aladdin* Disk 1 into the computer's internal disk drive. *Disney's Aladdin* will automatically load and run. When you are prompted to insert *Disney's Aladdin* Disk 2 or 3, do so (not forgetting to first remove the disk already inside the Amiga).

* You will know that *Disney's Aladdin* has loaded when you see the Title Screen.



The Title Screen

EXTERNAL FLOPPY DISK DRIVE OWNERS PLEASE NOTE
Disney's Aladdin supports extra external floppy disk drive.

HARD DISK OWNERS PLEASE NOTE
Disney's Aladdin cannot be installed on a hard disk drive.



Trouble Shooting

In the unlikely event that *Disney's Aladdin* fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure.

If *Disney's Aladdin* still refuses to load then pop the disks - not the packaging - into a suitably-sized jiffy bag or padded envelope along with your name and address. To aid our trouble-shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices).

Send the package to: THE RETURNS DEPARTMENT, Virgin Interactive Entertainment (Europe) Ltd, 338A Ladbroke Grove, London W10 5AH. Virgin Interactive Entertainment (Europe) Ltd will endeavour to replace the faulty disks within 28 days of their receipt.

The Disney's Aladdin Title Screen

After the credits have been shown, the *Disney's Aladdin* Title Screen is presented. Two options are given: '**START**' and '**OPTIONS**'. An option is chosen as follows:

* Push the joystick up or down to move from option to option.
* Press the fire button to select the option.

START - Select this to begin play.

OPTIONS - Select this to call up the Options Screen.

The Options Screen

Five new options are presented.

NORMAL - Or you could choose 'PRACTICE' or 'DIFFICULT'. This option determines the number of Aladdin characters and apples available when play begins. Select 'PRACTICE' to start with 4 Aladdin characters and 15 apples, NORMAL for 3 Aladdin characters and 10 apples, or DIFFICULT for only 2 Aladdin characters and 5 apples (just the challenge for experienced players).

MUSIC ON - Or you can select OFF if you don't wish to hear the music adapted from the Academy Award-winning film soundtrack.

SOUND FX ON - Or choose OFF if you don't fancy listening to the effects during play.

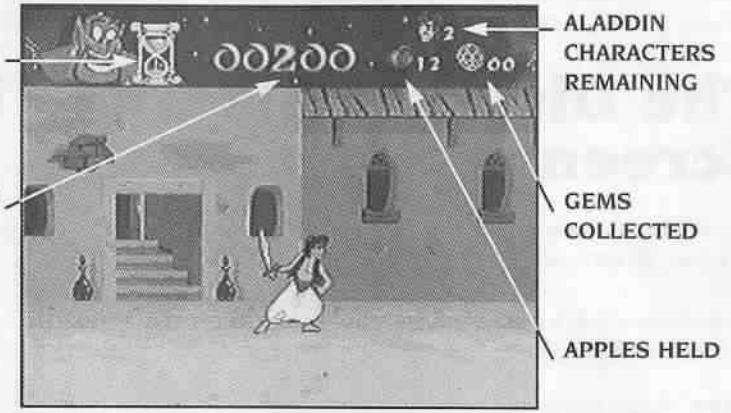


JOYSTICK - There are three settings to choose from, depending on whether you have a normal joystick, a dual fire button joystick or a joypad.

EXIT - Select this to return to the Title Screen.

What You Can Expect To See In Play

There are 11 levels to conquer, and this is an example of a scene from one of them.



ALADDIN'S HEALTH
The sand trickling through the hourglass represents Aladdin's energy status. Aladdin loses energy when he is hit by an adversary or touches something unpleasant. When all his energy is gone, an Aladdin character is lost. Note that extra health can be collected during play.

YOUR SCORE
You earn points when Aladdin performs certain tasks, for example, for every adversary he removes from play, every Special Item he collects and so on. Bonus points are available, but it's up to you to find them!

APPLES HELD
Shows how many apples Aladdin has to throw at his adversaries.

GEMS COLLECTED
Any gems found lying around should be collected and used to buy items from the Peddler (see **The Peddler** on page 10).

ALADDIN CHARACTERS REMAINING
You start with 3, 4 or 6 depending on the difficulty setting on the Options Screen. An Aladdin character is lost when his health runs out. When all Aladdin characters are lost it's Game Over - unless you have a Wish (see **Using Wishes** on page 10). Note that extra Aladdin characters can be collected during play.

Making the Most of Aladdin's Movements

Take your time on the first stage to get used to the way Aladdin is controlled.



RUNNING
* Push the joystick left or right to make Aladdin run in those directions.





JUMPING
* Push the joystick up or press C when Aladdin's not moving left or right to make him jump straight up. Note that the longer the joystick is held up, the higher Aladdin will jump.
* Push the joystick left or right while Aladdin is in the air to make him move in those directions.
* Push the joystick up or press C and left or right to make Aladdin jump in those directions.



CROUCHING
* Push the joystick down when Aladdin's standing still to make him crouch.



CHOOSE YOUR WEAPON!
Aladdin is armed with a sword and a limited supply of apples. In Joystick mode and Joypad jump mode the weapons are selected as follows:
* Press the keyboard's spacebar to switch between the sword or apples. Alternatively ...
* Push and hold the joystick down and press the fire button. When in joypad throw mode press C to throw an apple and B to use the sword.







THE ART OF SWORDPLAY ... AND THROWING APPLES!

Note that Aladdin can use his sword or throw apples when he's in the air..

* Press the fire button to make Aladdin use his sword or throw apples in the direction he's facing.



USING ROPES

Aladdin can climb any ropes he finds. Simply jump on to a rope and push the joystick up to grab it. Note that Aladdin can use his sword or throw apples when he's holding on to a rope. To get off a rope, jump to the left or right - but look before you leap!

* Push the joystick up or down when Aladdin is over a rope to make him climb in those directions.



Hold It!

It's wise to take a short break in every hour of play. If you find yourself part-way through a stage and would rather not turn off your computer, why not put the action on hold?

* Press the 'P' key during play to freeze the action.
* Press the 'P' key when the action is frozen to resume play.

The Magical World of Disney's Aladdin

A brief guide to what's found on each of the 11 exciting stages.

AGRABAH MARKET

The Sultan's armed Guards are in force in the area. Don't step on the hot coals, and watch out for falling baskets and spiteful Knife Jugglers.

THE DESERT

Ouch, that sand's hot! Take it slow and be prepared to take on more of the Sultan's Guards.

AGRABAH ROOFTOPS

The only way to finish this stage is to find the floating Flutes and make the most of the resultant magic. There are yet more of the Sultan's Guards to worry about, and Razoul, the Captain of the Guards, must be defeated if Aladdin is to escape. Take advantage of the flagpoles and ropes!



THE SULTAN'S DUNGEON

Jafar's favourite place to 'entertain' his 'guests'. Mind the Bats, spikes and swinging wrecking balls, and don't despair if you keep getting let down by the sliding platforms - careful timing is the key!

THE CAVE OF WONDERS

And isn't it just? Treasure is everywhere - and so is the trouble. The Shiva statues are cunning, but not as dangerous as the Shiva Monkey (just wait and see!). You must find the Genie's Lamp if Aladdin is to reach safety.

THE ESCAPE

The cavern is crumbling and the fiery lava lake is erupting. Can you outrun the fireballs?

RUG RIDE

A magic carpet's just the thing for speeding away from red hot lava waves. Don't ignore the Genie's hand pointing out the best route through the big boulders blocking the way.

INSIDE THE LAMP

Slide on the Genie's smoke curls, use the balloons to rise to the occasion, and, with a flick of the Genie's finger, shoot across the screen like a pinball.

THE SULTAN'S PALACE

Keep the flamingos squawking to cross the lily pads, and don't fall in because Aladdin can't swim! The Palace Guards are everywhere, so beware. Use the ropes to your advantage and look out for the trapdoor leading to Jafar's quarters. Stop Iago at all costs and free Abu!

JAFAR'S QUARTERS

Hit Iago, the bird, as he spins round on the giant cogwheel.

JAFAR'S PALACE

The end is almost in sight, but are you careful enough to cross the booby-trapped floors? And skilful enough to beat the Palace Guards? Come on - you can do it!

The Genie's Bonus Machine

Here's a simple game of chance through which prizes can be won - but you only get one turn for every Genie Token collected during play. The prizes are shown (very quickly) in the Genie's mouth. You can win a Gem, 5 apples or an extra Aladdin character, but if Jafar's head is chosen you lose any remaining Genie Tokens you hold.

* Press the fire button to select a prize.



Abu's Bonus Rounds

That cheeky monkey, Abu, is always desperate to get in on the act - so we gave him his own bonus stage to keep him quiet! To take control of Abu (and attempt to collect gems, apples and extra Aladdin characters), pick up an Abu Token when you see one. Watch out for the pots or rocks - if one hits Abu, the Bonus Round is over. Oh, and beware of the guards, too! Note that if you collect any Genie Tokens, Abu's Bonus Round is presented after the Genie's Bonus Machine has been used.

* Push the joystick left or right to make Abu run in those directions.

Using Wishes

Before you can use Wishes, you have to buy them from the Peddler. These Wishes have one function: you can continue playing from the start of the stage your last Aladdin character was lost - instead of at the very beginning!

The Peddler

He sells Special Items from his stall, which he opens up specially for Aladdin. But the Peddler will only accept Gems in exchange for Special Items, so make sure you have enough! An extra Aladdin character is priced at 5 Gems, and a Wish costs 10 Gems. Excellent value, don't you think?

* Press up to buy the Special Item in front of Aladdin.

Special Items

To help Aladdin through his adventure, collect the following items when you see them.

APPLES
There are plenty of them dotted around so you can keep Aladdin well stocked.

APPLE SLICES
They are only found in the Rug Ride. Collect four slices for one apple.

FLUTES
The snake-charmers' instruments activate Magic Ropes. Watch out for musical notes leading to the Flutes.



HEARTS
They boost Aladdin's health.

ALADDIN HEAD
An extra Aladdin character is yours.

GEMS
These sparkling stones are used to buy extra Aladdin characters and Wishes from the Peddler.

ABU TOKEN
You only need one to play Abu's Bonus Round once the level in question is completed.

GENIE TOKEN
Your chance to use the Genie's Bonus Machine once a stage is completed. The more Tokens you collect, the more chances of using the Machine you have.

BLACK LAMP
It explodes and removes from play any adversaries it hits.

VASE
A special marker. When Aladdin touches one of these, it spins and his position in the stage is noted. Now, if an Aladdin character is lost and others remain, play will resume not from the beginning of the stage but the last Vase touched!

SCARAB PIECES
Find two of these to make up a whole Scarab Beetle and access the Cave Of Wonders.

THE LAMP
It's found in the Cave Of Wonders and has magical powers - so don't let Iafar get his miserable hands on it.

Special Scenery

Some sections of the scenery have a special purpose which becomes evident when Aladdin interacts with them.

FLAGPOLES
Some of them are gleaming, so jump on one and see Aladdin propelled to new heights!

MAGIC ROPES
They float and fly high when Aladdin is holding on - but are only activated when he picks up a Flute. To grab a Magic Rope, simple jump on to it as you would a normal rope; to get off a Magic Rope, jump off it as you would a normal rope!

CLOTHESLINES
Aladdin can swing hand-over-hand along them by simply moving in the appropriate direction. To let go of a Clothesline simply jump off it. Note that there are other pieces of scenery which behave in the same way as Clotheslines.



Playing Advice

* In the Agrabah Street, try to entice the Sultan's Guards to walk on the hot coals.
* Timing is of the essence when throwing apples at the Knife Juggler.
* Beware of basket thieves!
* Jump on the Camels' backs for a little extra height.
* Sometimes more than coconuts are found in the tops of the palm trees.
* It's sometimes easier to leap adversaries instead of confronting them.
* There's no clock to worry about, so don't be afraid to take your time completing the stages. Who knows? You may find items of interest where you'd least expect them!

Credits

Jaguar Software:	Amiga Conversion:	John Twiddy
	PC Conversion:	Spike
	Additional Graphics:	Hugh Riley and Teoman Irmak
	Music and Sound FX:	Andrew Barnabas of DENS design
Virgin Interactive Entertainment:	Producer:	Sacha Tait
	Tester:	Tony Hinds

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