SEGA

GENESIS

16-BIT CARTRIDGE

CASTLE OF ILLUSION

STARRING MICKEY MOUSE

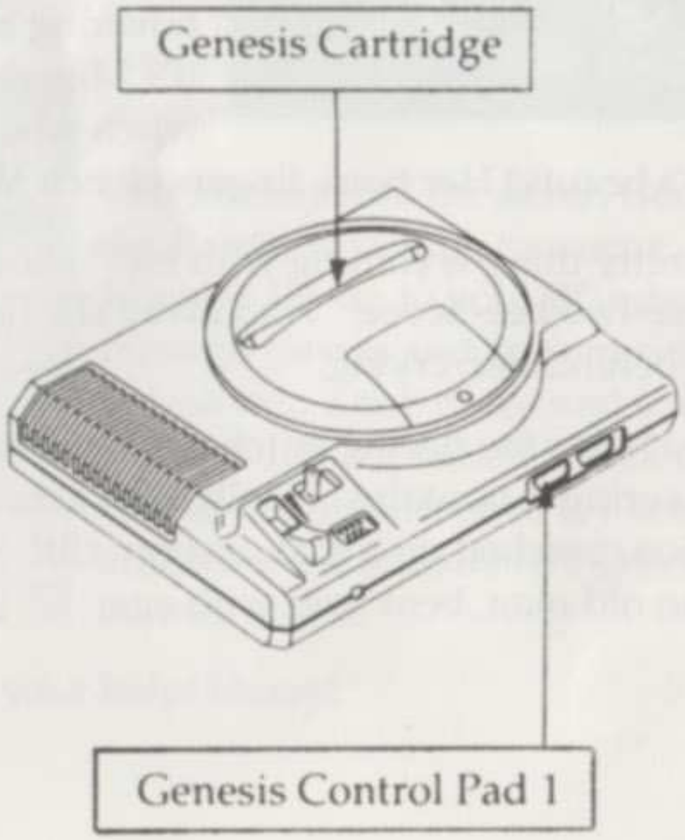
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the steps in your Genesis System instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF.
3. Insert the Castle of Illusion cartridge into the console. With its label facing towards you, press the cartridge firmly into the cartridge slot.
4. Turn the power switch ON. If nothing appears on screen, check to make sure the cartridge is inserted correctly.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing the cartridge.

NOTE: Castle of Illusion is for one player only.



Captured by Illusion!

It's a lovely day in Vera City. The sun is shining, the birds are singing, and the sweet fragrance of the flowers fills the air.

Mickey and Minnie are happily dancing in the meadow. But suddenly, thick, gray clouds cover the sun, and the birds fall silent.

"Don't worry, Minnie. It will clear up soon," says Mickey. But before he can say another word, lightning flashes across the sky.

Mickey quickly covers his ears and shuts his eyes. After a few seconds, he peeks to see if Minnie is all right.



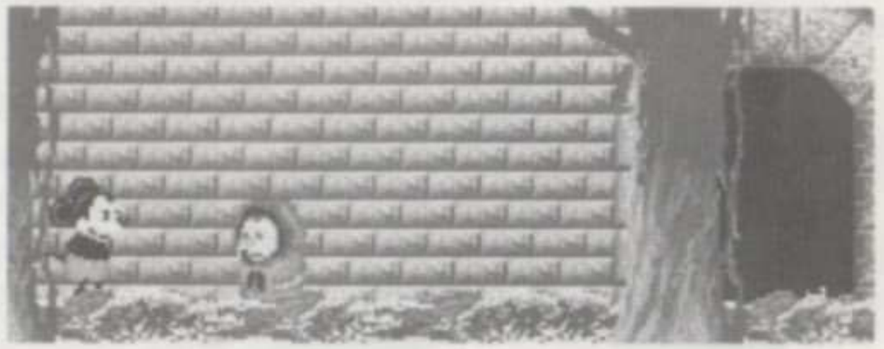
"Oh no! She's gone!"

A musty odor overcomes the pleasant fragrance of flowers. Mickey glances up to see a witch on a broom hovering above him! It's Mizrabel, the evil witch who is jealous of Minnie's beauty! Her bony fingers clench Minnie's arm!

"This pretty thing is coming with me!" she shrieks. "Hee-hee-hee-hee-heeee!" And away she flies, with Minnie behind her, crying.

Mickey chases the fleeing witch through the forest and past towering mountains. Finally he reaches the Castle of Illusion, perched on a high, craggy cliff. At its gate, he meets an old man, bent over with age.

"Long ago, I was the king of this castle," says the old man. "But Mizrabel took it from me. You must rescue Minnie before it's too late! Mizrabel is going to take Minnie's beauty for herself. She'll make Minnie look mean and evil, just like her! You can defeat her only if you have the seven Gems of the Rainbow."



"Where are those gems?" asks Mickey.

"You'll find them in the castle," the old man replies, "but they are guarded by the Masters of Illusion. They have created strange worlds and bizarre creatures to keep you from reaching Minnie. You must be careful!"

Mickey thanks the man and hurries through the gate. In the castle, Mickey opens every door to every room. Each door leads to a different world of illusion.



Can Mickey find the seven Gems of the Rainbow in time to rescue Minnie? It's up to you! Wander through forests and ancient ruins. Splash into a cup of tea and leap across fluffy cupcakes! Knock down enchanted mushrooms, toy soldiers, and armored knights with Mickey's bounce attack.

Minnie needs your help! Hurry!

Take Control!

To help Mickey win, learn how to use your Control Pad before you start playing.



Directional Button (D-Button)

- Press down or up to move from one selection to another on the Options screen.
- Press left or right to move Mickey left or right.
- Press down to make Mickey duck.
- While jumping, press left or right to jump farther in those directions.

Start Button

- During the story, press to skip through the screens.
- At the Title screen, press to see the Options screen.
- Press to continue from the Options screen, Score screen, and Continue Game screen.
- Press to get Mickey through a castle door more quickly.
- Press to continue from all between-level screens.
- Press to pause during play. Press again to continue.

Button A or B (Shot Button)

- Press to make Mickey throw things at his enemies.

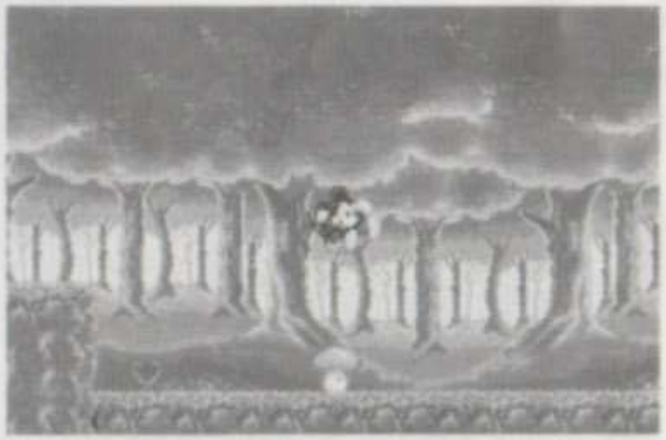
Button C (Jump Button)

- Press to make Mickey jump. Keep holding the button down for higher jumps.
- Press to make Mickey swim up.

Mickey's Special Feats

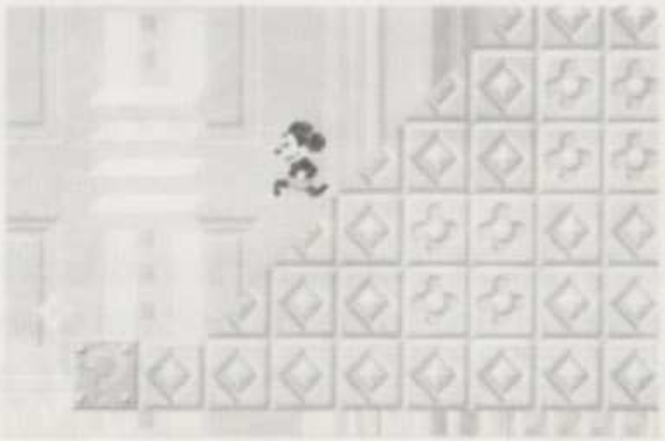
Bounce Attack

- Press Button C. When Mickey's in midair over an enemy, press Button C again or press the D-Button down before Mickey lands on him.



Running down Slopes

- Press the D-Button in the direction Mickey's heading to make him run faster.



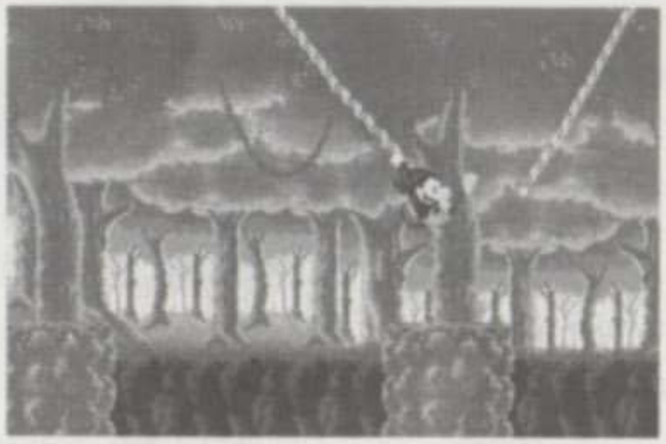
Long Jump

- Press Button C when Mickey's running to jump over enemies and holes.



Swinging from Ropes

- Press Button C to make Mickey jump up and grab a rope. Press Button C again to let go.



Getting Started

Read the Story screens to find out how Witch Mizrabel captured Minnie, and how Mickey got to the Castle of Illusion. (Or press Start to skip the screens.) At the Title screen, press Start again. The Options screen appears.

Options Screen



On the Options screen, use the D-Button to move Mickey to each selection. Press Button B or C to see the different options. Then press Start to begin the game.

Difficulty

Choose a Practice, Normal, or Hard game.

- **Practice** Mickey starts with five power spheres to search three levels and find three Gems.
- **Normal** Mickey starts with three power spheres to search all five levels and must find seven Gems.
- **Hard** Mickey starts with two power spheres to search five levels and find seven Gems.

Sound Test

Listen to the game's music and sound effects.

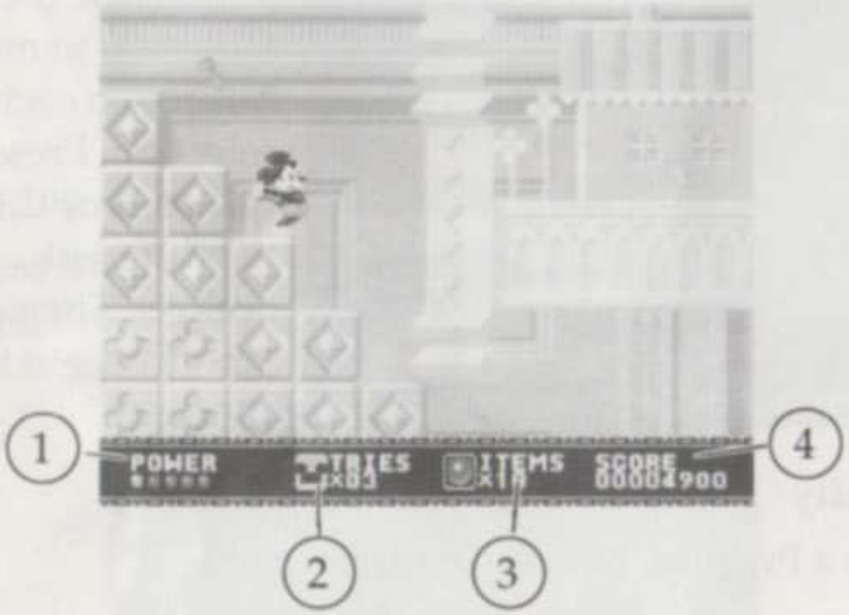
Control

Change the functions of Buttons A, B, and C. Normally, Buttons A and B are Shot buttons, and Button C is the Jump button. You can choose one of three different settings.

How's Mickey Doing?

Mickey enters the Castle of Illusion with three chances to rescue Minnie. He finds himself in a long hall with many doors. Behind each door are mysteries, enchantments, and illusions! Follow Mickey through the first door . . .

. . . and as you play, keep an eye on the meters at the bottom of the screen. They'll show you how Mickey — and you — are doing.



1 **Power Gauge** shows how much power Mickey has left. Every time he gets bonked, he loses some power. If he loses all his power, he loses one try. In Practice and Normal games, Mickey gets to keep any items he's gained in the scene. But in a Hard game he loses his items. Then he starts that scene over again.

2 **Tries** shows how many chances Mickey has to get through the level. He starts with three tries. If he loses them all without finishing the level, the game's over.

3 **Items** shows how many things Mickey has picked up. Items are good to throw at enemies and obstacles to get them out of the way.

4 **Score** shows how many points you've earned so far.

End of Game . . .

When Mickey loses all his tries, the game ends. But Mickey's determined to try again.



. . . and Continue Game



Mickey can continue up to four times in a Practice game and two times in a Normal game. You can't continue in a Hard game. Move him to Continue and press Start. You'll return to the game from the beginning of the last scene. Mickey will lose all his items, and your previous score will not be saved. If you don't want to continue, move Mickey to New Game and press Start. The game will start over from the Story screens.

Items

Mickey can gain items by running over them, jumping on them, or leaping high to grab them.



Stars Give Mickey power. When the power gauge is full, picking up a star earns 1,000 points. (Also look for white gems worth 100 points.)

Mouse Ears Give Mickey an extra chance (try) to complete a level.



Note: Earning more than 40,000 points also gives Mickey an extra try. After that, Mickey earns an extra try every time 50,000 points are added to the score.







Apple, Marble, and Candle Mickey can fling these at enemies to clear his way, and also at walls and other obstacles to look for an escape route. When he has thirty items, picking up another one earns 1,000 points.

Bag of Items Holds ten items for Mickey to throw. When he has more than twenty items, picking up a bag earns 1,000 points.





Gems Collect all seven of these to rescue Minnie.

Scoring

Your score appears after you finish each level. It shows the highest score for the game, your score, and three Bonus scores.



Clear Bonus Points earned when a level is cleared.

Technical Bonus The number of power spheres left times 1,000.

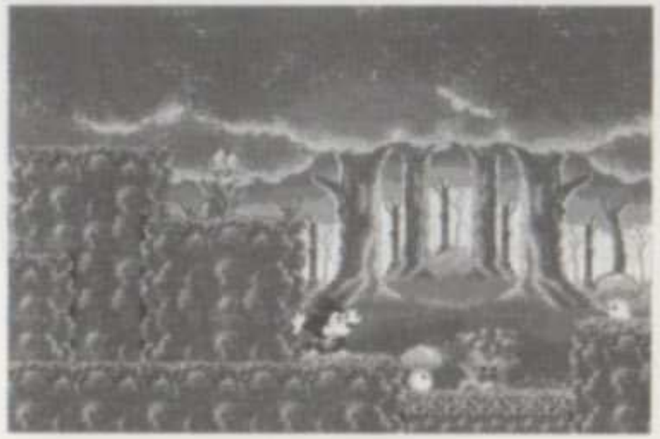
Secret Bonus The number of items left times 1,000.

Mickey's Bizarre Adventures

Five doors entice Mickey into adventure. Behind each door is a different world of illusion. Each world has several scenes connected by tunnels, and myriads of critters and tricks, all created by Mizrabel and her masters of illusion. Good luck!

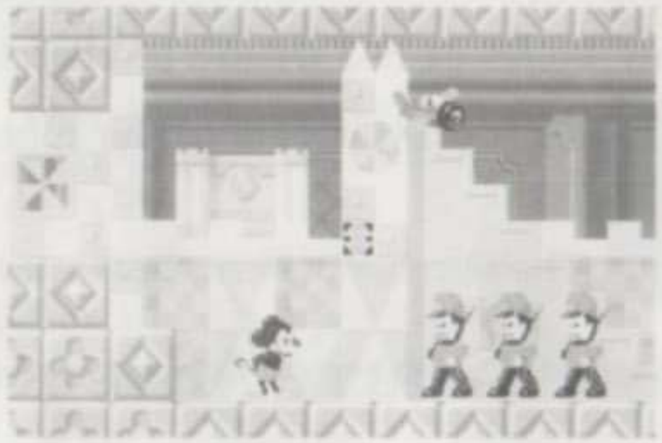
The Enchanted Forest

Enter a glowing forest where trees and mushrooms crawl, tulips spit poison seeds, and spiders attack from their huge, sticky webs. Grab a rope and swing over pits. Beware of scary ghouls and giant apples!



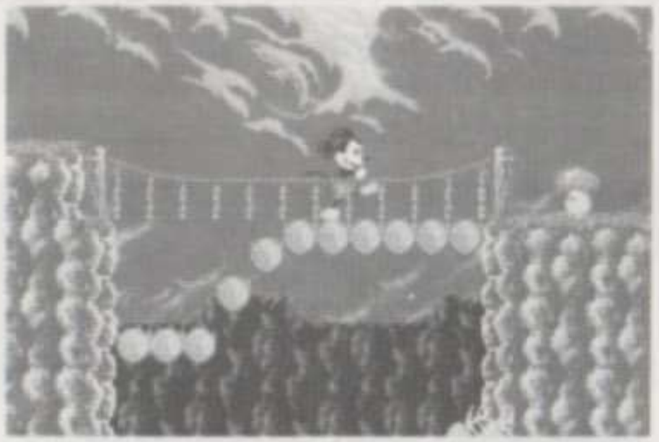
Toyland

Open the second door to find a world of animated toys. Knock down marching soldiers and juggling clowns! Duck or jump over buzzing toy airplanes! The door's in front of your nose, but it could be locked! There's a big surprise waiting in this world.



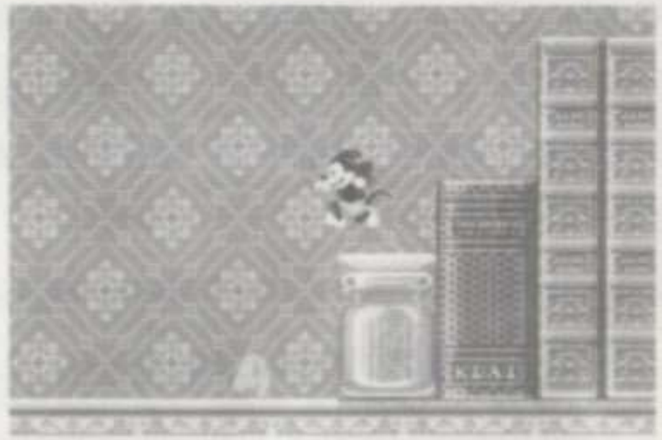
The Storm

Once you pass the third door, you'll be walking on a dangerous hillside as a violent storm approaches. Carefully tiptoe (or run and jump) across the crumbling bridges. Brilliant Bonefish leap and snap! Watch out for the water!



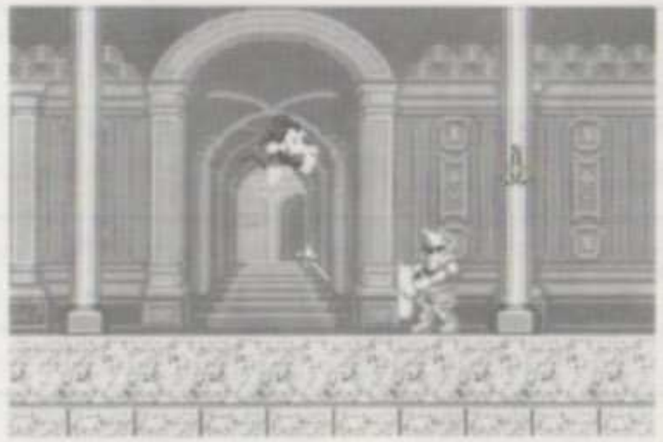
The Library

Huge books and tall glass jars — is this a giant's room? Maybe, so you better watch out! Swing from lamps and hop over bookworms. Dive into a teacup and float with the sugar cubes! What's inside the milk bottle? Perhaps another world? Step in and have a look!



The Castle

Now you're in the castle where armored knights attack and huge boulders tumble towards you. You're one step away from Mizrabel — and Minnie. Don't give up!



Mickey's Hints

- Bounce as much as you can to wipe out enemies.
- Be grabby. You'll need all the items you can get when you're near the end of a level.
- Learn how all the different guardians move. It'll be quicker and easier for you to defeat them.
- Remember: you can't throw things while swimming.
- Reach high places by bouncing off enemies' heads.
- Learn to duck. Sometimes that's all you can do to escape getting hurt.

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling the Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

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 Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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