

SEGA™

GENESIS

Virgin



Disney's
The Jungle Book

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

Epilepsy Warning

**WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.**

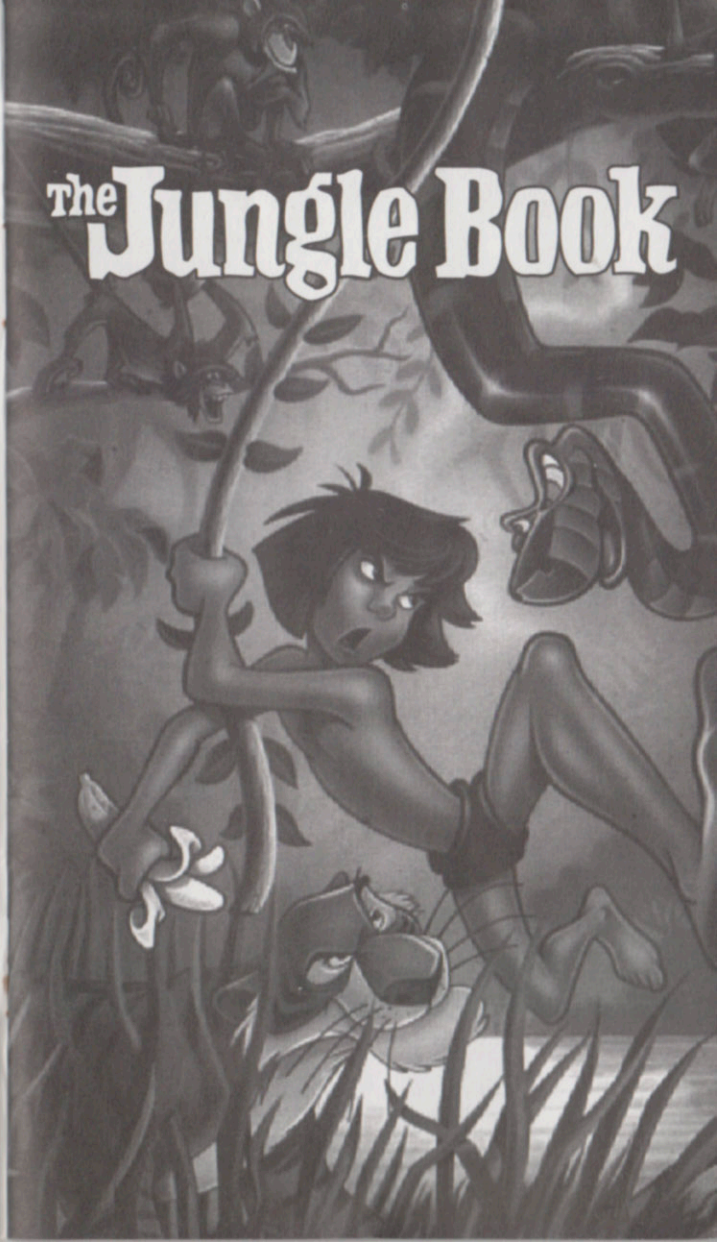
*A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions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



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The Jungle Book



WARNING TO OWNERS OF PROJECTION TELEVISION.

Still pictures or images may cause permanent picture tube damage or mark phosphor on the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

Handling Your Cartridge

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

SEGA
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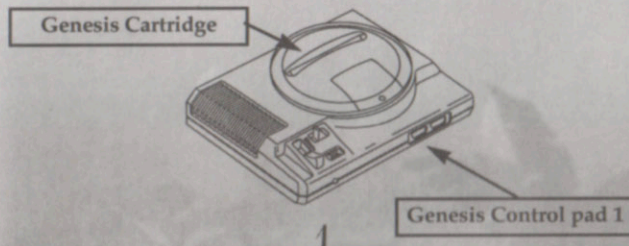
Starting Up

Set up your Sega Genesis System as described in its instruction manual. Plug in control pad 1. Disney's *The Jungle Book* is for one player only.

Ensure the power switch is OFF. Then insert Disney's *The Jungle Book* cartridge, its label facing towards you, into the console and press it down firmly.

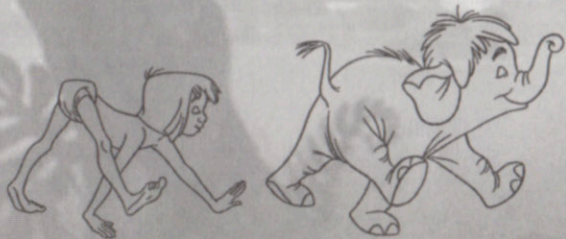
Turn the power switch ON. After a few seconds, the Sega Screen will appear. When the Title Screen appears you are ready to play Disney's *The Jungle Book*.

IMPORTANT! If the Sega Screen does not appear, turn the Power Switch OFF. Ensure your System is set up correctly and the Cartridge is properly inserted. Then turn the power switch ON again. Always ensure the power switch is turned OFF before inserting or removing Disney's *The Jungle Book* Cartridge.



Introduction

This exciting video game version of Disney's classic animated film follows the adventures of a young Indian boy named Mowgli, who has been raised from infancy by a pack of wolves. When word spreads through the jungle that Shere Khan, the treacherous tiger, has returned, the wolf elders decide that Mowgli must return to the man Village for his own safety. Accompanied by Bagheera, a loyal panther guardian, Mowgli sets out on his journey. After falling out of the coils of a hungry python named Kaa and falling in with a herd of military elephants, the "man cub" meets a carefree bear named Baloo and the duo become fast friends. From there, the action is non-stop as Mowgli is kidnapped by a jealous ape king, befriended by vultures and confronted by a vicious tiger.



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Game Controls

The START button can be pressed to toggle the pause on and off.

The A button is used to cycle through the available weapons. Only those weapons that have been collected will be displayed on the score panel.

Weapons

On his journey through the jungle, Mowgli will find a number of useful objects. These are revealed randomly when he shoots the bunches of bananas hanging around the screen.

The available weapons are:

Normal banana — always available

Double power banana — needs less hits to dispose of enemies

Boomerang banana — most powerful weapon

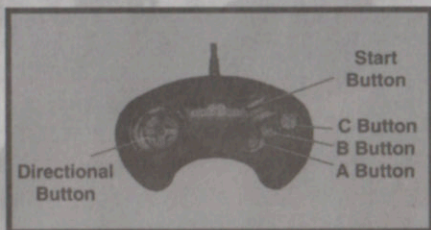
Pea shooter — Mowgli's special weapon

Mask of invulnerability — makes Mowgli immune to enemy weapons



3

Control Pad



Holding the control pad left or right makes Mowgli walk in the desired direction.

The B button is used to fire the current weapon. The weapon will be fired in the direction the control pad is held — except when the control pad is being held down to make Mowgli crouch. In this case, the weapon will fire in the direction that Mowgli is facing. The A button is used for weapon selection — C button is for jumping. The C button is used to jump from a vine.

Pressing up on the control pad causes the screen to shift down, which allows Mowgli to see more of the area above him. Pressing down on the control pad allows more of the map below Mowgli to be seen.



On levels 2 and 6, holding the pad up while alongside a tree hole, hut or door allows Mowgli to travel to a new

location. By pressing the B button, then the A button, Mowgli will lock in place and fire in all directions.

Options

Select the Options Menu at the title display. The control pad up/down is used to select the option to be altered.

The SKILL LEVEL can be set to PRACTICE/NORMAL/HARD which adjusts the number of hits required to dispose of each enemy and also makes Mowgli lose more or less energy when hit by an enemy.

The MUSIC OPTIONS allow the in-game music to be turned off so that there are only sound effects. Sound effects can also be turned off.

The SOUND TEST value can be altered by pressing the control pad up or down and the selected tune or effect can be triggered by pressing the A button. There is also a sound test that gives you the name of each sound. Pressing "A" lets you hear the sound/music. There is a "TRIGGERS" selection that allows you to customize the controls by choosing what the controller buttons can do.

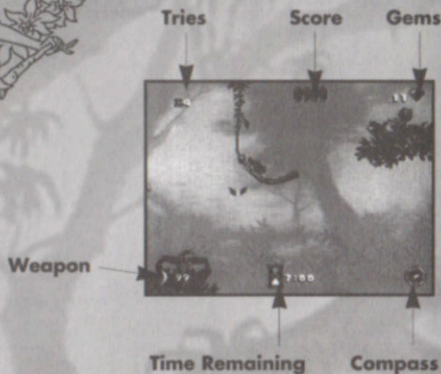
Pressing START from the Option Menu will allow play to begin at level 1.

Pressing START from the title page begins the game in the normal way, if the A button is held down while pressing START the initial Intro and 'GET READY' screens are bypassed.



Game Screen

The playing area takes up the entire screen.



TRIES - Tries (lives) remaining are indicated at the top left corner of the screen.

SCORE - Your score is shown at the top middle section of the screen.

GEMS - The number of gems you have collected is shown at the top right corner.

WEAPON - The current weapon in use is shown in the bottom left corner.

TIME REMAINING - The amount of time left to complete a level is shown in the bottom middle of the screen.

COMPASS - The compass in the bottom right corner of the screen points you in the direction of the nearest gem.

Levels

The game objective: Escort Mowgli safely through the jungle to the village, collecting gems, finding Bagheera and defeating Shere Khan, the tiger, on the way.

To succeed, Mowgli must complete each level as required. Each one has a time limit in which it must be completed.

Level completion is as follows: There are 15 gems on each level. To get to the Bonus round, you must collect all 15. To complete the level, depending on the difficulty setting, you will be told at the beginning of each chapter how many gems to collect.

Throughout each level, Mowgli will face numerous hazards: i.e., monkeys throwing coconuts, jumping fish, crocodiles, flies, snakes, scorpions, falling rocks, spikes, etc. Hits and collisions sap his energy so avoid them or shoot them.

Falling into water will cost Mowgli a life.

Extra help exists in the form of pick-ups (see above). See-saws enable Mowgli to jump higher, if you handle them right!



SCORING

Shooting villains and collecting bonuses in the shape of berries and other fruit increases your score. When Mowgli completes a level he will receive a bonus based on the time taken and the gems collected.

The game ends when you defeat Shere Khan.

Disney's Classics

Everyone has their favorite scene and character from Disney's *The Jungle Book*, and its enduring popularity still allows for successful cinema runs around the world. In fact it ranks second only to *Snow White And The Seven Dwarfs* as the studio's biggest worldwide box office earner for an animated film.

Made in 1967 and adapted from Rudyard Kipling's collection of short stories, which were first published in 1894, it was the last project to enjoy the personal involvement of Walt Disney himself.

Director Wolfgang Reitherman spent three years making the film with a team of 70 animators and 200 artists and technicians who produced more than 300,000 separate drawings. Reitherman spent 47 years at Disney. He rose through the company from his role as artist--the famous dinosaur fight in *Fantasia* is among his many credits--to producing and directing. He oversaw 13 films including *The Sword In The Stone* and *Winnie The Pooh* before his death in 1985.



The Characters

Mowgli

The Man Cub. Brought up in the jungle by wolves, Mowgli is extremely unwilling to leave the jungle. But his trusting nature, youthfulness and inexperience make it too dangerous a place to stay--particularly when a greedy tiger reappears on the scene.



In an act of inspired nepotism, director Wolfgang Reitherman cast his son in the vocal role. His only other acting part was to provide the voice for Christopher Robin in a *Winnie The Pooh* featurette.

Nevertheless the influence of the part clearly never left the boy because he is now an award winning producer of natural history films.

Baloo

The bear. Mellow, laid back and cool, Baloo gives Disney's *The Jungle Book* much of its appeal. His relationship with Bagheera, the straight-laced panther, and Mowgli provides many of the film's biggest laughs.

The bear and the panther represent a sort of head and heart argument throughout the film. Baloo follows his instincts, acts spontaneously and behaves impulsively. Bagheera is restrained, reasoned and dependable. He isn't much fun to have around unless, of course, Baloo is there to wind him up.

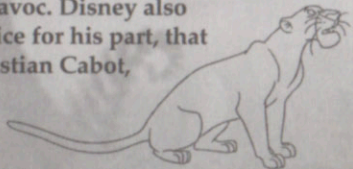
Actor and radio personality Phil Harris' delivery gave Baloo's jungle bum philosophy just the sort of jazzy, laid-back delivery the character needed. He readapted many of his lines, particularly the scat section where he plays off King Louie during, *I Want To Be Like You*. Harris appeared in several films including *The Glen Miller Story* with James Stewart and *Here Comes The Groom*. His voice was subsequently the inspiration for celebrated Disney characters like Malley the alley cat in *The Aristocrats* and Little John in *Robin Hood*.

Colonel Hathi

The elephant. Constantly marching his troop up and down the jungle, Colonel Hathi is the stiff upper lip old soldier who fears nothing and no one except his wife. Trumpeting orders and forever drilling his hopelessly disorganized herd of elephants, he cuts a very large and ridiculous figure who nevertheless knows his duty toward Mowgli. Colonel Hathi was voiced by Irish actor J Pat O'Malley who appeared in films like *Mary Poppins*.

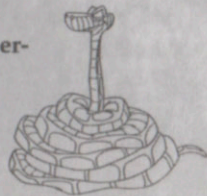
Bagheera

The panther. It is his responsibility to escort Mowgli from the jungle to the safety of a human village, a task he takes very seriously, often too seriously for Mowgli's taste. He behaves as a loyal, trustworthy but slightly stiff guardian to the Man Cub but finds the responsibility trying, particularly when Baloo appears on the scene to create havoc. Disney also chose an English voice for his part, that of British actor Sebastian Cabot, star of such films as Hitchcock's *Secret Agent* and *Kismet*.



Kaa

The snake. Hissing sibilants and slithering around the jungle, he is a sneaky, untrustworthy creep. With his beady, hypnotic eyes and powerful coils he poses a very real threat to Mowgli that is undermined by his stupidity and cowardice.



Realizing many people's horror of snakes, Disney put a great deal of thought into presenting him as an entertaining character. His appearance was changed to give him a blunt nose and exaggerated ping-pong eyes. His voice was dubbed by the veteran Disney vocalist Sterling Holloway who contributed to *Dumbo*, *Peter And The Wolf* and *Alice In Wonderland*. In the end, Disney writers were so pleased with the way the character fit in that they wrote him back in.

Shere Khan

The Tiger. The pack's main reason for dispatching Mowgli to the safety of a village is the return of Shere Khan to their part of the jungle. He hates and fears Man and regards Mowgli as a chance for vengeance.

Suave and well spoken, his voice was dubbed by British actor George Sanders, who made a career out of playing cad and villains in over a hundred films including *All About Eve* for which he won an Oscar for Best Supporting Actor. Shere Khan's regal arrogance and his mean-spirited relationship with Kaa led Wolfgang Reitherman to revive the two characters for the 1973 Disney version of *Robin Hood*.

King Louie

The ape, Louie rules all the apes in the jungle from the ruined temple where he holds court. Alerted to the news that Mowgli is close by he orders his capture so he can find out from him the secret of man's red fire. His voice belonged to celebrated jazz musician Louis Prima who was responsible for hit records like *That Old Black Magic* and *I've Got You Under My Skin*. He and jazz band *Sam Butera And The Witnesses* were flown into the Disney studios to play for the animators. Their strutting around was filmed for live action study and then animated for the song and dance scene in the temple. Prima loved the character so much he asked for an expanded part.

The Soundtrack

Part of Disney's *The Jungle Book's* timeless appeal comes from the classic songs which give the film some of its most memorable moments.

There are six in total, five of which were written by the Academy Award winning team of Robert B and Richard M Sherman who had previously written songs for productions such as *Mary Poppins*. *The Bare Necessities*, written by Terry Gilkyson was nominated for an Academy Award in the Best Original Song category. The soundtrack is one of Disney's most popular and its singles and LP charted well all over the world and continue to sell.



Jungle Book Credits

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"The Bare Necessities" Written By: Terry Gilkenson

Special Thanks To: Martin Alper
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