

Note that Mowgli will not swing if he is too far up the vine, and the further down the vine he is, the greater the swing.

- Press the B Button to use Mowgli's current weapon while holding on to a vine.
- Press the A Button to make Mowgli jump off a vine.

USING ENTRANCES

On some levels Mowgli can enter openings in the scenery - and reappear elsewhere on the level!

- Press the D-Button up to make Mowgli enter an opening.

THE BONUS LEVELS

Hidden throughout the Jungle Book environment are secret underground caverns filled with Bonus Items. If you can figure out how to find a Bonus Level, use the rock ledges and seesaws to get around. Note that there

are no other characters to get in Mowgli's way, but there is a time limit - so be quick! Don't forget to look for secret caverns within the bonus levels!

HOLD IT!

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

- Press the Start Button during play to freeze the action.
- Press the Start Button when the action is frozen to resume play.

THE 10 LEVELS

A brief guide to what's found on each level.

JUNGLE BY DAY There are trees to climb, pits to cross, vines to swing on ... and a few surprises in store.



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THE GREAT TREE Use its enormous branches to make your way to the top. Enter the holes in the tree to reappear elsewhere.

DAWN PATROL A herd of elephants is making its way through the jungle. Use the elephants' backs to reach the trees and platforms where the gems are hidden. Can Mowgli make it to the end of the level before the Dawn Patrol arrives at its destination?

BY THE RIVER Use the rocks and swimming turtles to cross the water.

IN THE RIVER Mowgli floats down the river on Baloo's stomach - but that doesn't mean he's safe from the crocodiles.

TREE VILLAGE Enter the huts in the trees to reappear elsewhere in the level.

ANCIENT RUINS King Louie's Temple is in a state. Mind the gaps!

FALLING RUINS Can you reach the top? Be warned: some platforms will crumble.

JUNGLE BY NIGHT Similar to the Jungle By Day, but with bats and fireflies to contend with.

THE WASTELANDS A miserable place full of fire to avoid. A storm is brewing so look out for lightning bolts.

MEET THE CAST

Here are some of the characters you can expect to meet during Mowgli's travels ...

CHEEKY MONKEYS

And aren't they just? Beware of the coconuts or fruit some of them throw.

WILD BOARS They run backwards and forwards in a huff.



SNAKES

There are two types: the Cobras spit venom and are dangerous whereas the other type of snake has a more practical use (see SPECIAL SCENERY on page 12).

BIRDS They fly around - but don't let yourself get in a flap!

SCORPIONS Beware their stings!

ARMADILLOS Watch out when they curl up into a ball.

KAA Don't trust in this snake with the hypnotic eyes.



BALOO Maybe Mowgli can befriend this bonkers bear?

THE WITCH DOCTOR Well, it's not really - it is in fact three Cheeky Monkeys.

KING LOUIE The King of the Swingers and the Jungle VIP. He reached the top and had to stop, and that's what's bothering him.



SHERE KHAN The hungry tiger is Mowgli's deadliest enemy.



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SPECIAL ITEMS

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

HEART Boosts Mowgli's health.



FRUIT All fruit provides bonus points.

HOUR GLASS Have some extra time in which to complete the level.



MOWGLI HEADS An extra Mowgli character is yours for every head you collect.



COMPASS There's one to be found on each level. Once Mowgli has collected a compass it's shown on screen and points to the nearest gem.

SPECIAL SCENERY

Some sections of the scenery have a special purpose which becomes evident when they are touched by Mowgli.

SPRINGY SNAKES They won't hurt Mowgli, but it's best to jump on them ... Note that if Mowgli jumps just as he's propelled into the air by the snake, he will fly higher.



COLONEL'S HATHI'S SON

He plants a Restart Flag when Mowgli walks by. Why? When a Mowgli character is lost, play will resume from the last Restart Flag planted.



PLAYING ADVICE

- There are a lot of secrets to discover.
- Mowgli will need a run-up if he's to leap across some of the big pits.
- Beware of leaping into empty space - it may be a big pit.
- Jumping on characters is a faster way to get rid of them than using weapons. But then, Mowgli can't always reach some characters. Note that some characters require more than one hit to remove them from play.
- Look out for seesaws. On every seesaw there's a rock. When Mowgli jumps on the seesaw, the rock will shoot into the air.



When the rock lands, the seesaw will catapult Mowgli high in the air. Note that if Mowgli jumps just as he's propelled into the air, he will fly higher!

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WARRANTY

This product is guaranteed for a period required by the law of your country. This does not affect your statutory rights.

Virgin Interactive Entertainment (Europe) Ltd. reserves the right to make improvements in the product described in this manual, at any time and without notice.

Virgin Interactive Entertainment (Europe) Ltd. makes no warranties expressed or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose.

SEGA

Printed in Australia

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Disney's The Jungle Book

EPILEPSY WARNING

WARNING: READ THIS BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition which causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen or monitor and while playing video games. Please take the following precautions to minimise any risk:

Prior To Use

- If you or anyone in your family has ever had an epileptic condition or experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 8ft (2.5m) away from the television screen or monitor.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the video game on as small a television or monitor screen as possible (preferably 14" or smaller).

During Use

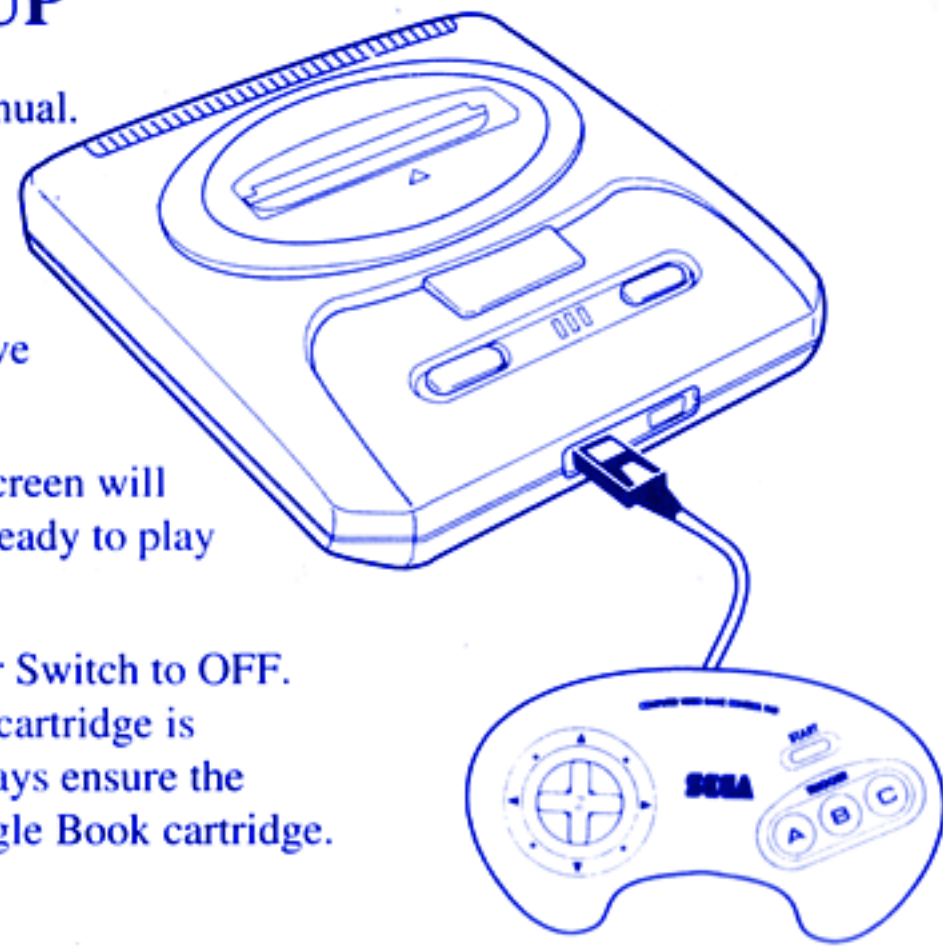
- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your doctor.

1

STARTING UP

1. Set up your Sega Mega Drive as described in its instruction manual. Plug in Control Pad 1. Note that The Jungle Book is for one player only.
2. Ensure the Power Switch is set to OFF. Then insert The Jungle Book cartridge, its label facing towards you, into the Mega Drive and press it down firmly.
3. Push the Power Switch to ON. After a few seconds, the Sega Screen will appear. When The Jungle Book Title Screen is shown you are ready to play The Jungle Book!

IMPORTANT! If the Sega Screen doesn't appear, push the Power Switch to OFF. Ensure your Mega Drive is set up correctly and The Jungle Book cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing The Jungle Book cartridge.



The Sega Mega Drive and Control Pad

3

MUSIC ON Or choose 'OFF' if you only wish to hear the sound effects during play.

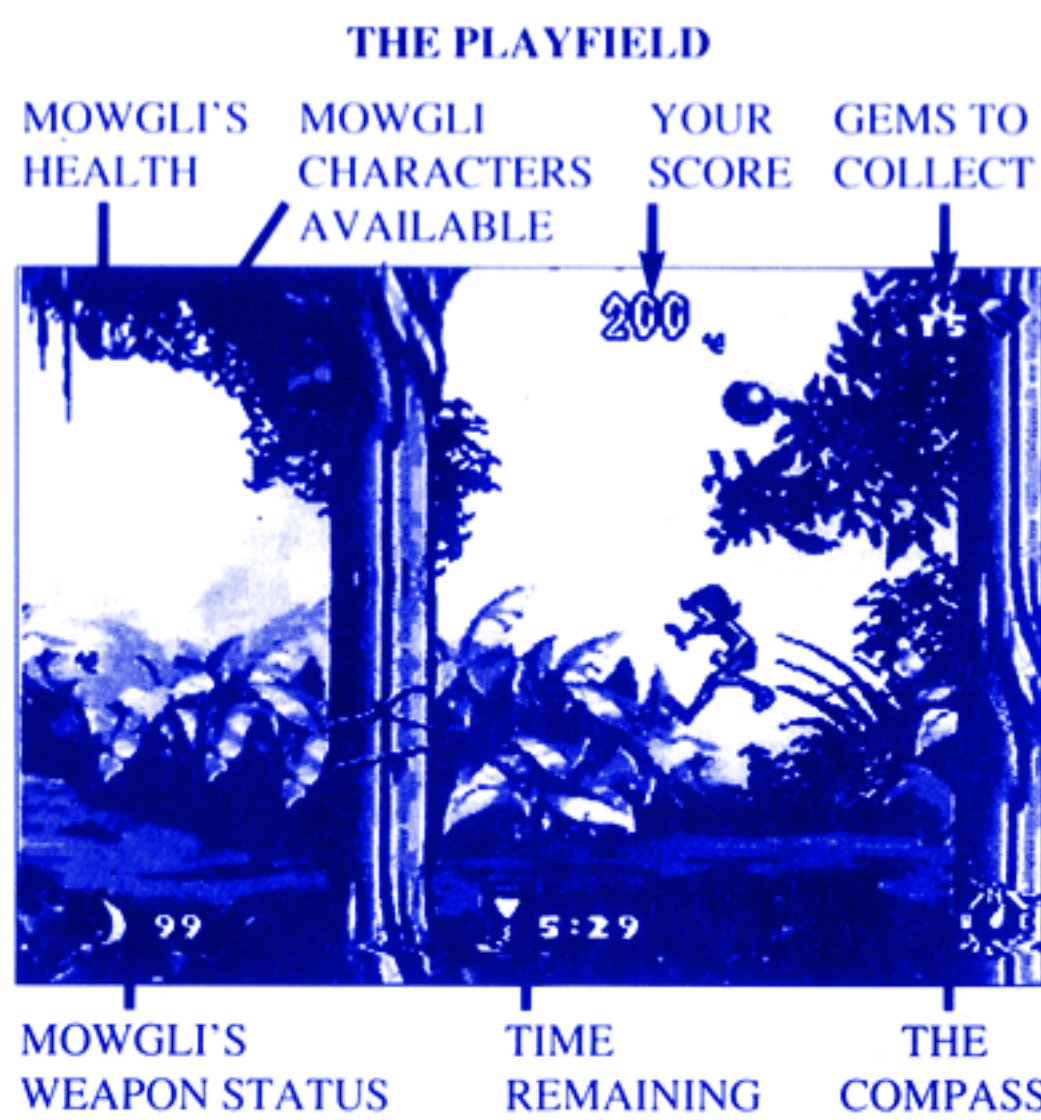
SOUND TEST Here's your chance to listen to all the music and sound effects used in The Jungle Book.

- Press the A Button to hear the chosen music or sound effect (represented by a number).

EXIT Select this to return to the Title Screen.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

The action takes place in the playfield which occupies the best part of the screen display. Dotted around the screen display you will notice important details such as your score and the number of Mowgli characters available.



MOWGLI'S WEAPON STATUS TIME REMAINING THE COMPASS

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MOWGLI'S MOVES

Take the time to practise Mowgli's movements on the earlier levels.

- Press the D-Button left or right to make Mowgli run in those directions.
- Press the C Button when Mowgli's not moving left or right to make him jump straight up.

Note that the longer the C Button is held down, the higher Mowgli will jump.

- Press the D-Button left or right while Mowgli is in the air to make him move in those directions.
- Press and hold the D-Button left or right and then press the C Button to make Mowgli jump in those directions.



Note that the faster Mowgli is moving, the further he will jump.

- Press the D-Button up when Mowgli's standing still to make him look up.
- Press the D-Button down when Mowgli's standing still to make him crouch and look down.

USING WEAPONS

Mowgli is a resourceful fellow capable of making the most of his surroundings. He always has bananas to throw but there are other (limited) supplies of weapons to be found lying around (some are left behind by characters removed from play).

STANDARD BANANA SHOT Mowgli has an unlimited supply of these. When any other weapon Mowgli is using runs out, the Standard Banana Shot automatically comes into effect.



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HANDLING THIS CARTRIDGE

The Jungle Book Cartridge is intended exclusively for European and Australasian Sega Mega Drives.

For Proper Usage

1. Do not immerse in water!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinner, benzene, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

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PLAYING THE JUNGLE BOOK

Shere Khan the tiger is back in the jungle - and he's out to eat the man-cub Mowgli who is on a perilous journey to reach the Man Village.

Between Mowgli and safety there stand 10 levels, each one based on a key scene in the film. To complete a level, Mowgli must avoid other characters and traps and find the exit. At the end of every other level (from Level Two onwards), Mowgli must also better one of the main characters from the film who is awoken when the relevant level is completed.

THE JUNGLE BOOK TITLE SCREEN

After the Credits have been shown, the Title Screen is presented. Three options are shown: 'START GAME', 'OPTIONS' and 'BARE NECESSITIES'.

- Press the Start Button to begin play.
- Press the D-Button up or down to select an option.

- Press the A, B or C Button to choose the option.

Note that if no button is pressed on the Control Pad for a short time, a demonstration of one of The Jungle Book's levels in action will be presented. You may wish to watch this as an introduction to the game.

- Press any Button on the Control Pad to quit the demonstration and return to the Title Screen.

THE OPTIONS SCREEN

Four options are presented ...

- Press the D-Button up or down to choose an option.
- Press the D-Button left or right to change the option.

SKILL LEVEL Choose between 'PRACTICE', 'NORMAL' and 'HARD' to determine the number of Mowgli characters you play with (4, 3 or 2) and the strength of Mowgli's adversaries.

4

MOWGLI CHARACTERS AVAILABLE

You start with two or three depending on the difficulty level chosen on the Title Screen. A Mowgli character is lost when he falls into a deadly pit or when his health runs out. When all Mowgli characters are lost and when all CONTINUES are used, it's Game Over.

YOUR SCORE You earn points when Mowgli performs certain tasks, for example, for every unfriendly animal Mowgli removes from play, every Special Item he collects and so on. Bonus points are available.

GEMS TO COLLECT The number shows how many gems Mowgli has collected. Note that you do not need to pick up all the gems in order to exit a level, but you will earn more bonus points.

MOWGLI'S WEAPON STATUS Shows the weapon Mowgli currently holds and can use. For further details see USING WEAPONS on page 7.

MOWGLI'S HEALTH This large heart represents Mowgli's energy status. Mowgli loses energy when he bumps into an unfriendly animal. When all his energy is gone, a Mowgli character is lost. Note that extra health can be collected during play.

TIME REMAINING Yes, there's a time limit in which to complete each level. A distinctive beeping will indicate that time is running out.

THE COMPASS This only appears once the Compass has been collected. For further details, see SPECIAL ITEMS on page 12.

MAIN CHARACTER'S HEALTH Only when Mowgli meets one of the main characters from the film is its health shown here.

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BANANA SPLITS Double Banana Power!

BOOMERANG BANANAS They fly through the air just like real boomerangs, only these bananas can't be re-used.

NUTS For use with the Bamboo 'Pea-Shooter' Mowgli finds during his adventure.

WITCH DOCTOR MASKS Using one of these makes Mowgli invulnerable for a short time - but beware: he can still fall down pits!

- Press the A Button to step through the weapons Mowgli holds.

- Press the B Button to make Mowgli use his currently selected weapon in the direction he's facing. Also press and hold the B button and then the A button together to lock Mowgli in position and fire in the direction of the D button.

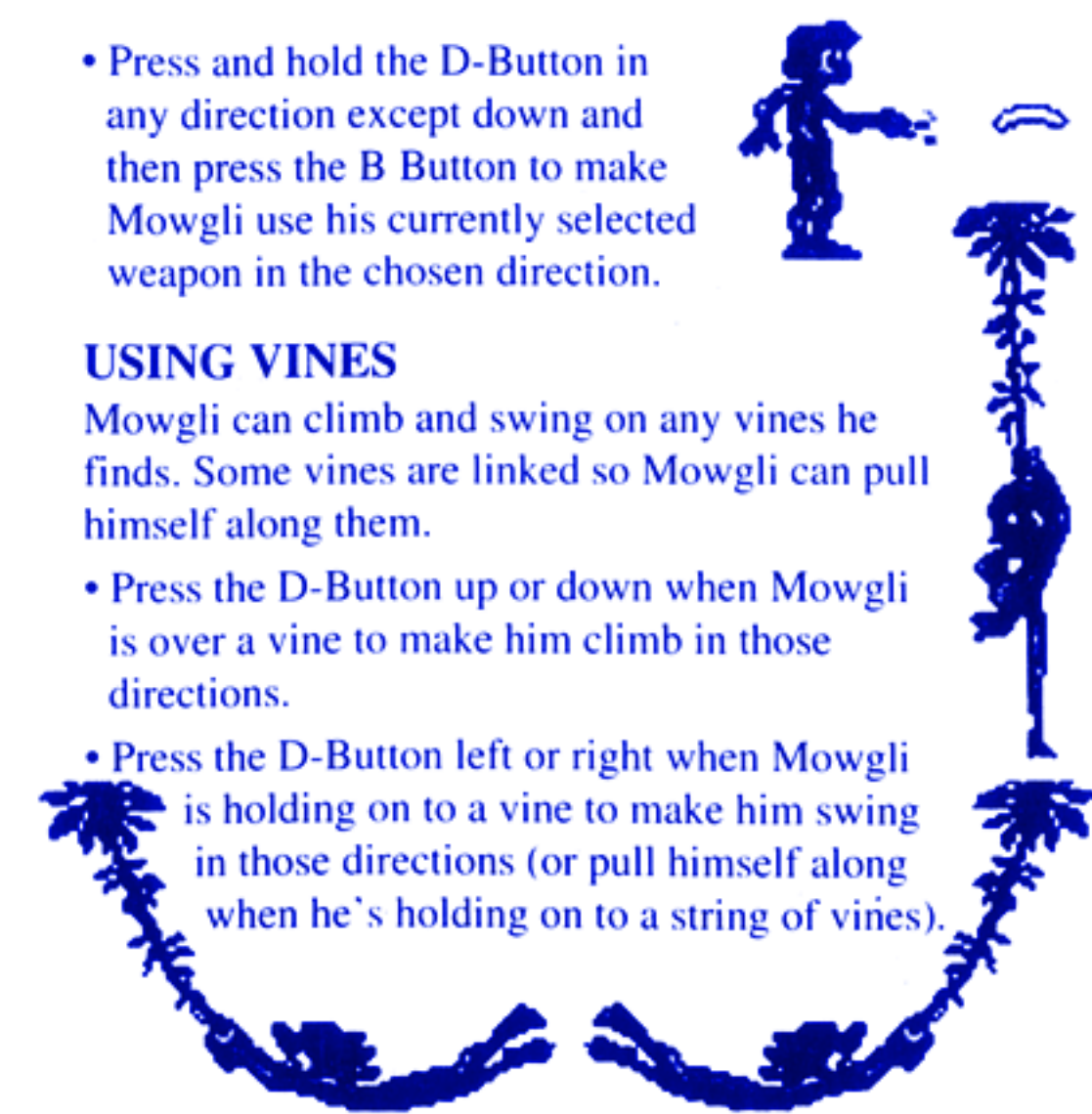
- Press and hold the D-Button in any direction except down and then press the B Button to make Mowgli use his currently selected weapon in the chosen direction.

USING VINES

Mowgli can climb and swing on any vines he finds. Some vines are linked so Mowgli can pull himself along them.

- Press the D-Button up or down when Mowgli is over a vine to make him climb in those directions.

- Press the D-Button left or right when Mowgli is holding on to a vine to make him swing in those directions (or pull himself along when he's holding on to a string of vines).



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