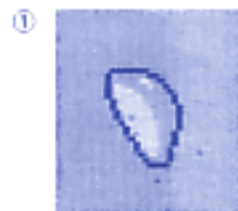
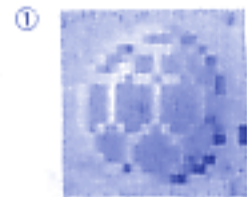


- ① **Gem**
When these add up, you can buy extra Tries and Wishes (Continues) from the Peddler. (See page 38.)
- ② **Abu Token**
One of these is good for a trip to Abu's Bonus Rounds when you clear the level. (See page 58.)
- ③ **Genie Token**
One of these will take you to the Genie's Bonus Machine after you clear the level. Pick up as many as you can, so you'll have extra tokens to play the machine. (See page 56.)
- ④ **Black Lamp Smart Bomb**
When Jafar's brass booby-trap explodes, it knocks out all near-by enemies.
- ⑤ **Blue Vase**
This is a milestone marker. When you lose a Try and revive, you'll restart the level at the last Blue Vase you passed.



CAVE OF WONDERS

- You'll wonder how you're ever going to escape this rumbling cavern filled with the most fabulous treasures ever seen — and the most menacing!
- Watch out for ambushes by "armed" and dangerous Shiva statues! Destroy them to find the way into other parts of the cave.
- It'll take all your deft swordwork and rapid footwork to overwhelm the four-armed, sabre slashing Shiva Monkey.
- You must find the Genie's Lamp before you can escape the blue gloom of this vast chamber.

THE ESCAPE

- A tremor shakes the crumbling, blistering hot tunnel. You must leap across the fiery lava lake. Now you're in for a hot time!
- The quaking volcano spews forth burning balls of lava. Can you outrace them?



RUG RIDE

- Streak away on the high-speed magic carpet to escape the red hot lava wave. Follow the Genie's pointing fingers to duck or fly over the monstrous boulders blocking your way.
- Build up your ammunition supply. Four apple quarters give you one extra apple. Try to grab Genie Tokens and Aladdins, too.

INSIDE THE LAMP

- Ever wonder what a Genie's got inside his lamp? Now you'll find out!
- Slide on the Genie's smoke curls, hang on balloons and ping-pong like a pinball at the flick of the Genie's finger.



Scoreboard

Aladdin _____
Date _____ Score _____
Last Level _____
Genie's Bonus Machine? Yes _____ No _____
Abu's Bonus Round 1 _____ 2 _____ 3 _____

Aladdin _____
Date _____ Score _____
Last Level _____
Genie's Bonus Machine? Yes _____ No _____
Abu's Bonus Round 1 _____ 2 _____ 3 _____

Aladdin _____
Date _____ Score _____
Last Level _____
Genie's Bonus Machine? Yes _____ No _____
Abu's Bonus Round 1 _____ 2 _____ 3 _____

The Peddler's Stall

Surprise and adventure follow Aladdin wherever he travels. For instance, the mysterious Peddler is always close by. When Aladdin finds the Peddler, he will open up his stall for business.

To make your purchase, stand in front of the stall, either on the left or the right, and press the D-PAD up. Just be sure you've collected enough Gems beforehand so you don't get turned down.

Extra Try 5 Gems
Wish 10 Gems

Wishes

If Aladdin could wish for anything, it would probably be to defeat Jafar, save Jasmine and live happily ever after. But he wouldn't want to give up all the fun he's having as a street rat.

When Aladdin buys a Wish from the Peddler, he gets everything he's wishing for — sort of!

A Wish gives Aladdin one Continue. That means when he loses his last Try, he can continue the game from the level he's at, instead of having to start over.

Every time you continue a game, you get the same number of lives as when you first started the game. A Wish could be worth up to six extra Tries!



Aladdin's World

AGRABAH STREET

- Give the Sword Guards a "hot foot" by making them run across the hot coals!
- Throwing apples at the Sword Juggler will only give you applesauce, unless you time it just right.
- There's no game clock, so take your time. Fight all the enemies and try to get all the power-ups. As the noted Thief of Agrabah, the more you look for, the more you'll find.

THE DESERT

- It's too hot to race across the burning sands. Take it slow — and always be ready for attacks.
- The leafy tops of the palm trees are good for something besides growing coconuts. Try to figure out what it is.
- Find the Scarab. But watch out, it flies away! Keep searching!

AGRABAH ROOFTOPS

- Get all the floating flutes — and the magic item they cause to appear.
- Make the Palace Guard drop his drawers, and he'll be too embarrassed to fight.
- Use flagpoles and ropes to race around the roofs.
- Find Gazeem the Thief and make him give up something you're looking for.
- Defeat Razoul, the Captain of the Guard, to escape the rooftops.

SULTAN'S DUNGEON

- Welcome to Jafar's "retirement home" for thieves and other rascals.
- Whack pesky bats early on to get them out of your hair.
- Yikes! Spikes! Time your steps and jumps to the rhythm of the sliding spikes and stones, and don't move too fast!
- Easy does it around the swinging wrecker balls.

Genie's Bonus Machine

There's more to the Genie than just the "pretty face". The Genie runs a Bonus Machine. You can play his game of luck every time you clear a level and have collected one or more Genie Tokens.

The Genie Tokens you collect add up to the number of times you can play.

- Press BUTTON A, B or C to select a random prize.
- When you run out of tokens, the bonus round will end.

Pictures Prizes

Gem 1 Gem
Apple 5 Apples
Aladdin 1 Extra Try
Jafar Lose all Genie Tokens



Abu's Bonus Rounds

Life just wouldn't be the same without Abu! He's more curious than a cat, more stubborn than a mule, and sillier than a monkey. (Wait a minute — he is a monkey!) He's so smart, that he has his own bonus round where he can collect Gems, apples, and extra Tries.

Pick up an Abu Token in three of Aladdin's levels. Then, after you play the Genie's Bonus Machine, you'll go on to Abu's Bonus Rounds.

Make Abu run back and forth to pick up the special items that drop all around him. It's too bad that pots or rocks are also hailing down. Along with sword-sliding guards and other perils, they make things difficult for the little guy. One hit, and the round ends.

Watch out, Abu!



Scoreboard

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Genie's Bonus Machine? Yes _____ No _____
Abu's Bonus Round 1 _____ 2 _____ 3 _____

Aladdin _____
Date _____ Score _____
Last Level _____
Genie's Bonus Machine? Yes _____ No _____
Abu's Bonus Round 1 _____ 2 _____ 3 _____

Handling This Cartridge

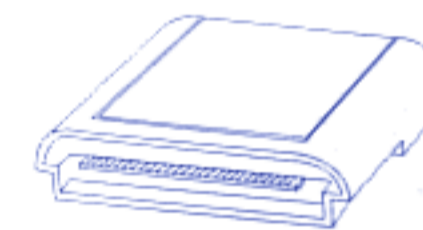
This Cartridge is intended exclusively for the Sega Mega Drive/Genesis System.

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, benzine, 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: For 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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