

Nintendo

GAME BOY **color**

CGB-BSGE-USA

Sabrina

The Animated Series™

Lapped!



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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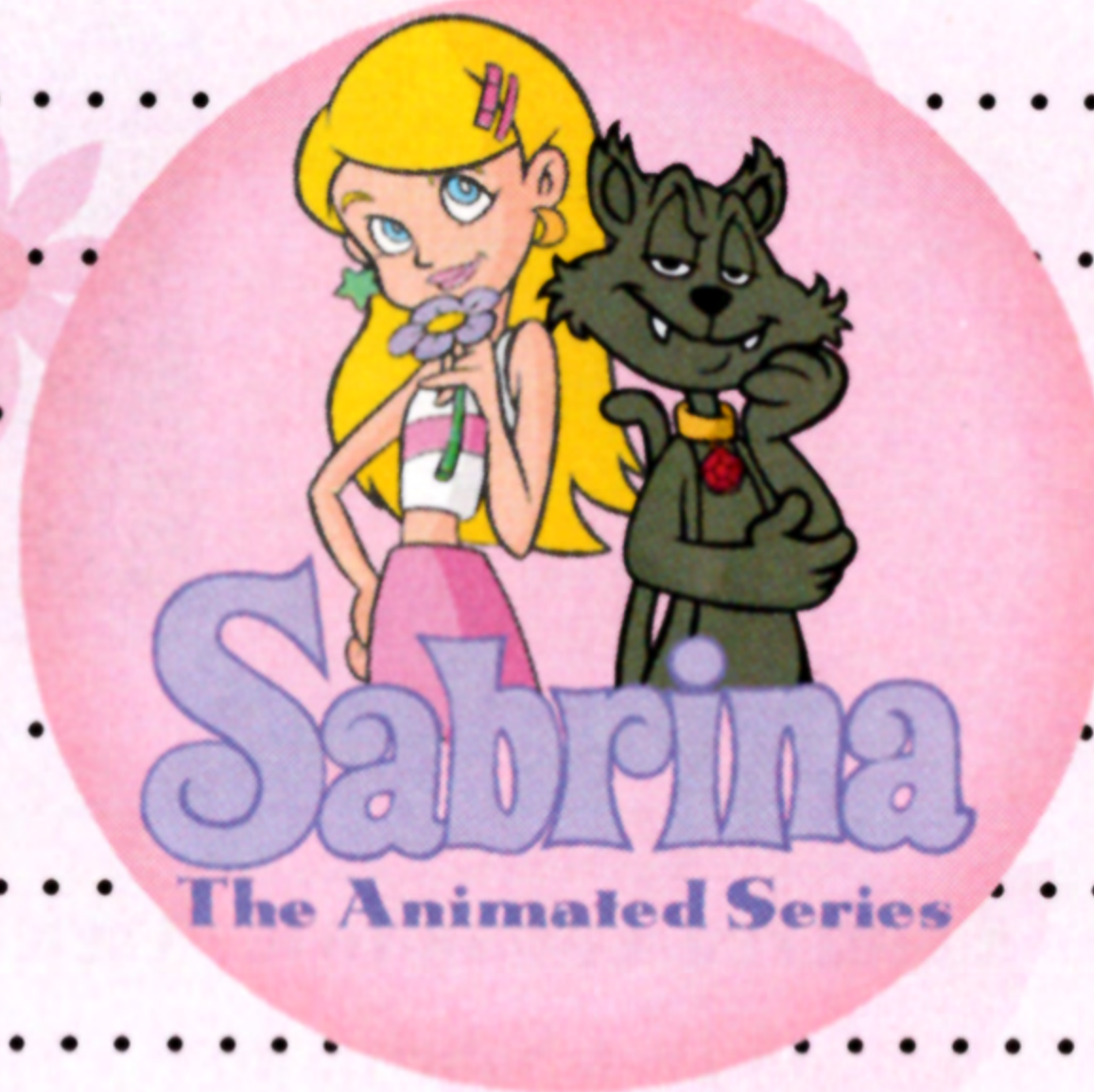
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Introduction



Sabrina and her cat Salem have entered a schoolwide variety show. But when Sabrina gets a case of stage fright, Salem suggests that Sabrina use a spell from her bag of tricks to make the crowd go wild. But like most of Sabrina's spells, this one backfires! Instead of making the crowd cheer, the spell turns them really wild – as in animals! Now Sabrina must rely on her unpredictable magic to zap everyone back to normal before it's too late!

Getting Started

1. Make sure that the **POWER** switch on your Nintendo Game Boy Color is in the **Off** position. Never insert or remove a Game Pak while the **POWER** switch is in the **On** position.
2. Insert the **Sabrina, The Animated Series: Zapped!** Game Pak into the slot at the back of the Game Boy Color. Make sure the Game Pak is securely in place by pressing it firmly into the slot.
3. Turn the **POWER** switch to the **On** position. You should see the Nintendo logo appear. (If you don't, begin again at step 1.)



Basic Controls



A Button - Jump Up: The longer you hold down the A Button, the higher the jump

B Button - Zap with Sabrina, Tail Whip with Salem

Control Pad Down - no function

Control Pad Up - no function

Control Pad Left/Right - Move the character left or right. You can also make the character run by pressing Left or Right while holding the B Button.

Select - Switch between controlling Sabrina or Salem (once Salem's been found.)

Start - Pause/Resume



Main Menu

Use the Up/Down on the Control Pad to choose between these two options:

New Game - Begin a new game

Password - Enter a password from a previous game

Once you've chosen one of these two options, press **START**.



Password Screen

When you complete a level, you will receive a password. It's a good idea to write down your password! If you enter it the next time you play, you can continue where you left off.

If you would like to enter your password, choose the **PASSWORD** option on the Main Menu screen and press **START**.

Use the Control Pad to fill in the blank spaces, the Down Arrow to choose different symbols, and Left and Right arrows to move the highlighted area to the place where the symbol will be inserted. When the correct symbol appears, press the A Button to insert it. When all four blank spaces have been filled in, press **START**. If the password was entered correctly, you will continue from that level. If you get an error, the password was not correctly entered! Make sure that the symbols are correct, and try again.

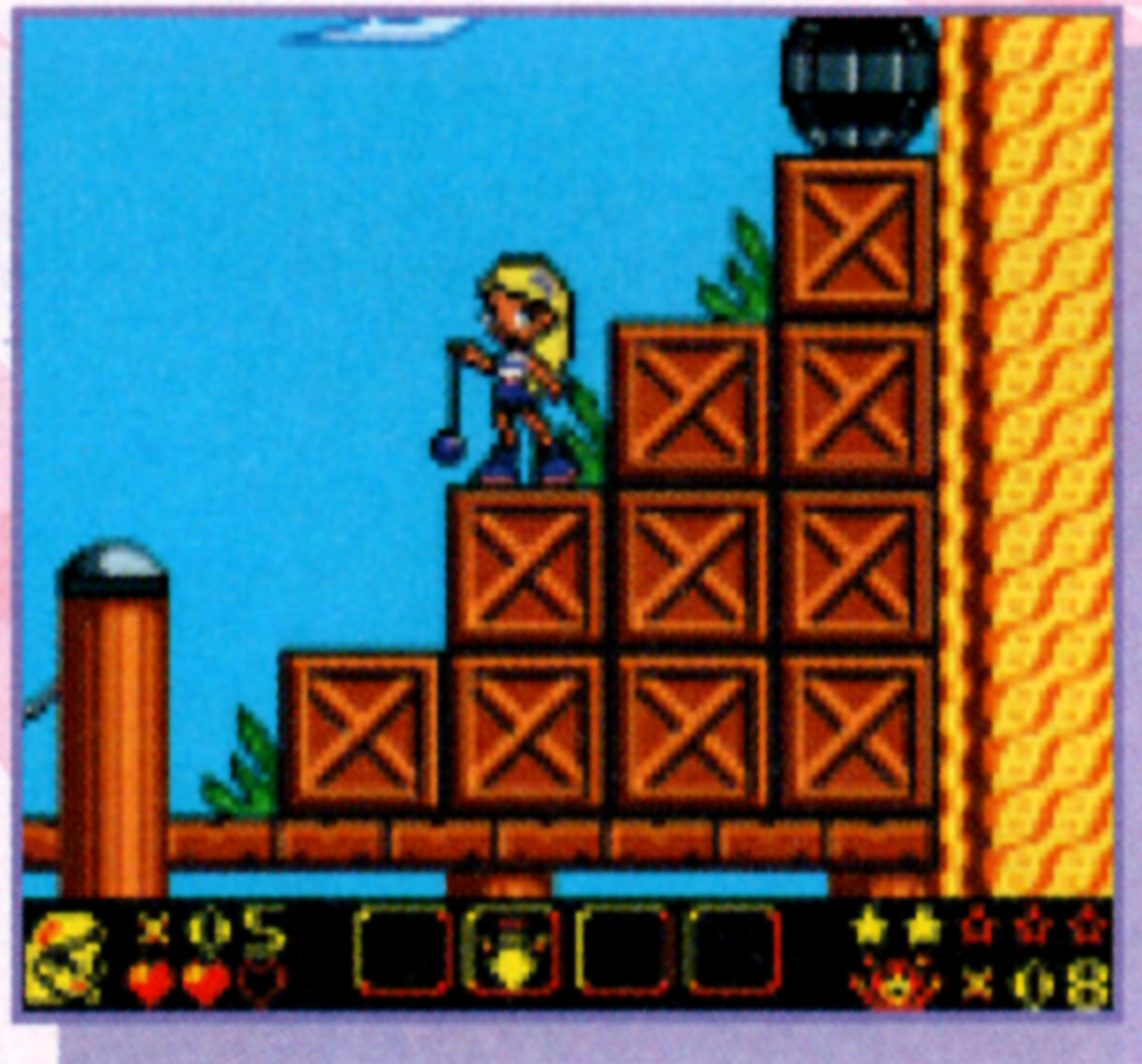


Game Screen

Along the bottom of the screen you can see information that will help you complete each level.

Animals - Shows how many animals need to be transformed in the level.

Spells - Shows which spells you currently have. Once you find a spell, it will appear in this window.



Power Stars - Shows how many Power Stars have been collected. When all 5 stars have been found, this area will flash. Sabrina can zap animals without stunning them now!

Health Hearts - Shows how much punishment Sabrina and Salem can take before their turn is over.

Lives Remaining - Shows the number of turns left before the game is over.

The Goal

Throughout each level, Sabrina will need to look for her transformed classmates, daze them momentarily by bouncing on their heads, and then zap them back into happy children. Sabrina can also zap open presents containing Salem, Health Hearts, 1Ups (extra lives), or Power Stars. If Sabrina finds five Power Stars on any level, she can transform her classmates in that level without having to bounce on them.

When all the animals in a level have been transformed back into humans, Sabrina will need to find the exit door!

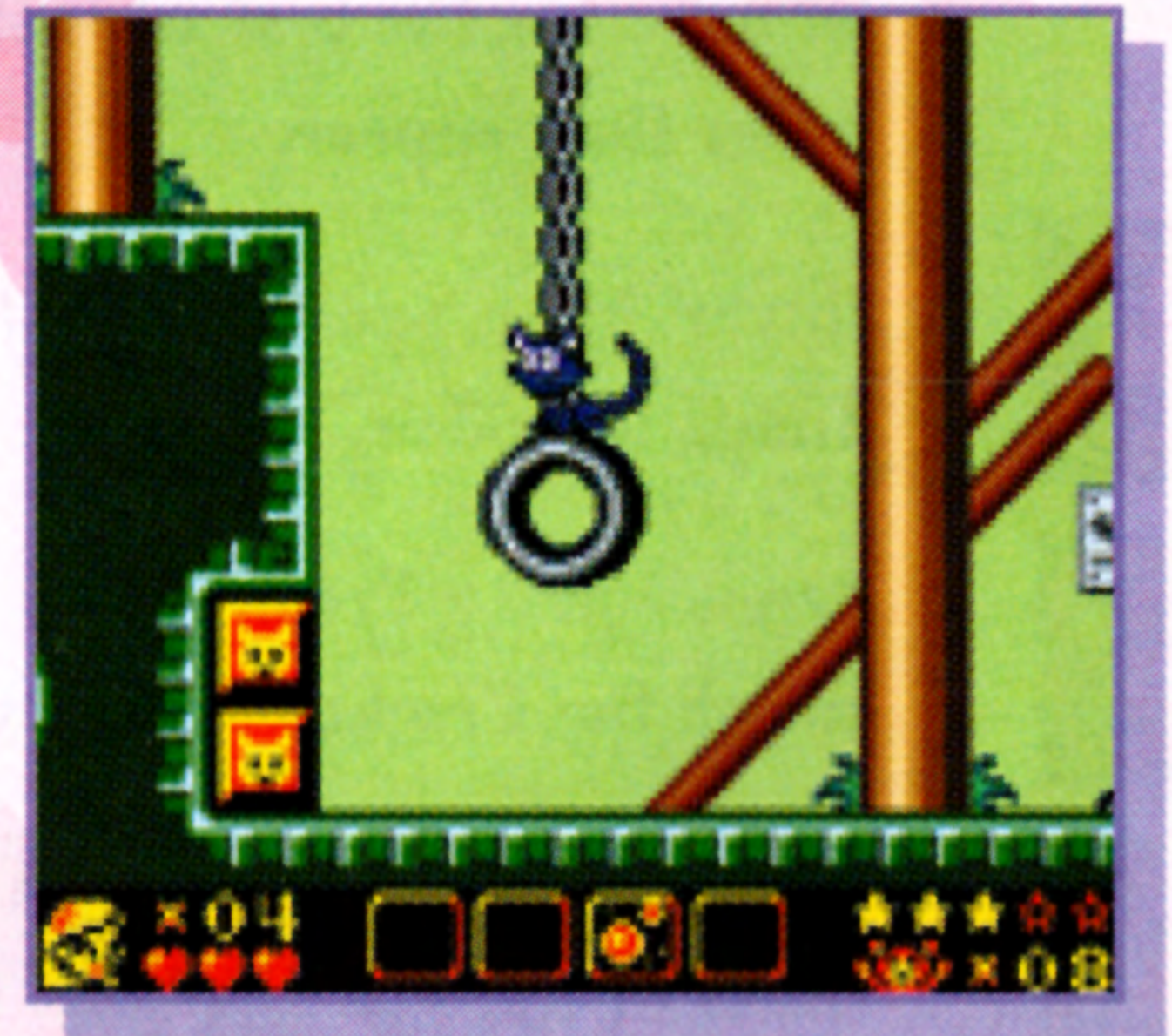


Help from Salem

Sabrina will need all the help she can get, and that's where Salem comes in! Sabrina will have to look for him first, but once he's found, Salem will wait until he can join the search.



By pressing **SELECT**, you can swap between Sabrina and Salem. Although Salem can't transform Sabrina's friends, he runs much faster and fits into areas too small for Sabrina. He can also use his tail to whip away Kitty Blocks that block Sabrina's path. Be warned! Salem is too small to bounce off those pesky animals, so steer clear of them!



Note: You can swap unlimited times during the level, but you must complete the level as Sabrina. When the next level begins, Salem must be found again.

Spells



Sabrina and Salem will find magic spells for use in their explorations. Each world will introduce a new spell, though Sabrina is the only one who can use them. Additionally, once a spell found, it can be used for the rest of that level only. Here are the spells in the order they appear:



Hover Jump Spell - Press the A Button while airborne to perform a multiple jumps in midair.



Crush Spell - Press Down on the Control Pad while in the air to smash the Cracked Blocks apart.



Bubble Spell - Press the A Button and Up on the Control Pad to travel upward in a bubble. Press and hold the Left and Right arrows to move the bubble slightly.



Teleport Spell - Press Sabrina against the Warp Blocks with arrows to make her warp through.



Worlds

Sabrina will explore four different worlds, each containing four sub-levels.

School

In the School, Sabrina will climb lockers, crawl through pits in the basement and jump around the gym, all while keeping an eye out for snakes, kangaroos, spiders and monkeys.

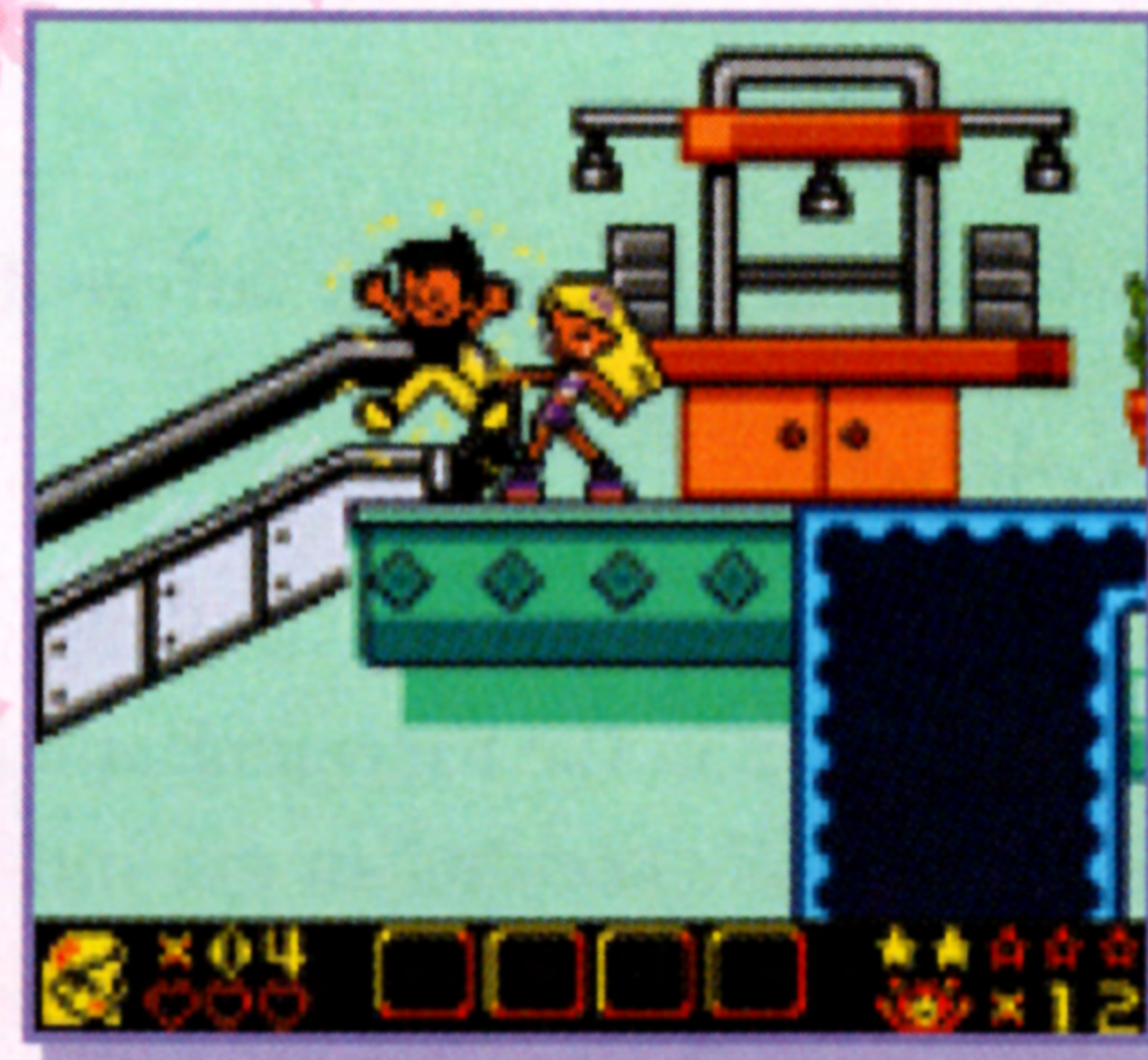


Beach Festival

The Beach Festival has lots to explore: food stands, boardwalks, crates and barrels. Sabrina will have to keep her eyes open if she's going to find her friends – they've been changed into crabs, pelicans, fish and seals.

Town Center Mall

At the mall, Sabrina will ride escalators, float up elevator shafts and explore food stands. But she'll also need to locate her friends; they've been changed into bees, moles, raccoons and chameleons.



City Zoo

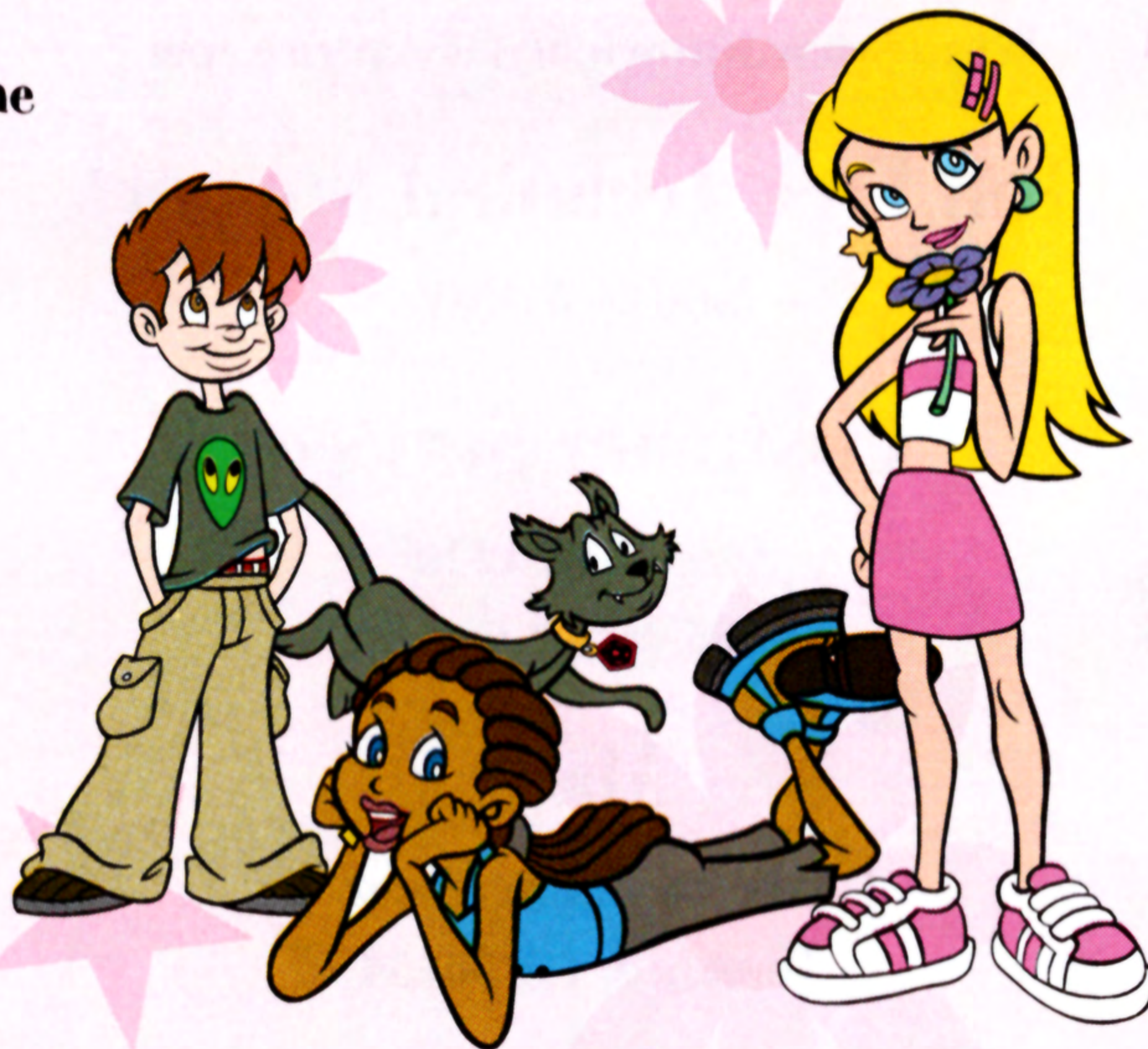
The zoo's crawling with animals, but some of them are Sabrina's friends! As she explores the cages, habitats, and jungle gyms, Sabrina must keep her eyes peeled for rhinos, bats, pandas and armadillos.

Game Over

When Sabrina and Salem have lost all of their lives, the game is over. You may press Up/Down on the Control Pad to choose between the following options:

Continue: Press **START** to start over at the beginning of the current level

Quit: Ends the game



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<http://www.KnowledgeAdventure.com>

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