

Disney's *Beauty*
AND THE BEAST



INSTRUCTION BOOKLET



HUDSON GROUP
HUDSON SOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM



THANK YOU !

Thank you for adding Disney's Beauty and the Beast to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title. In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



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MADE IN JAPAN

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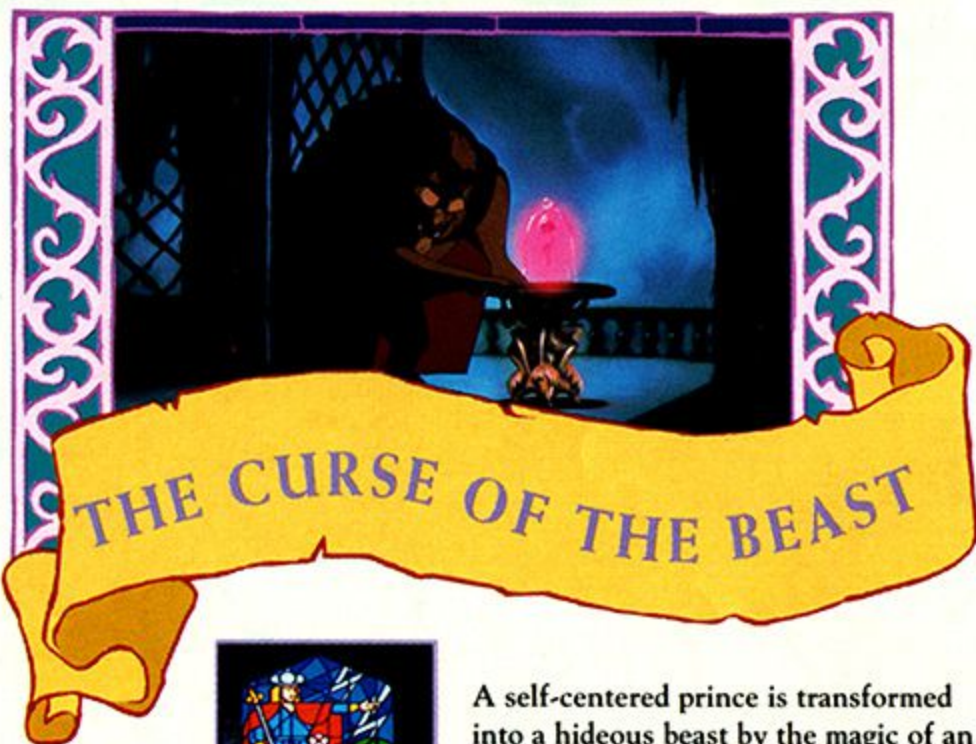
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THE CURSE OF THE BEAST

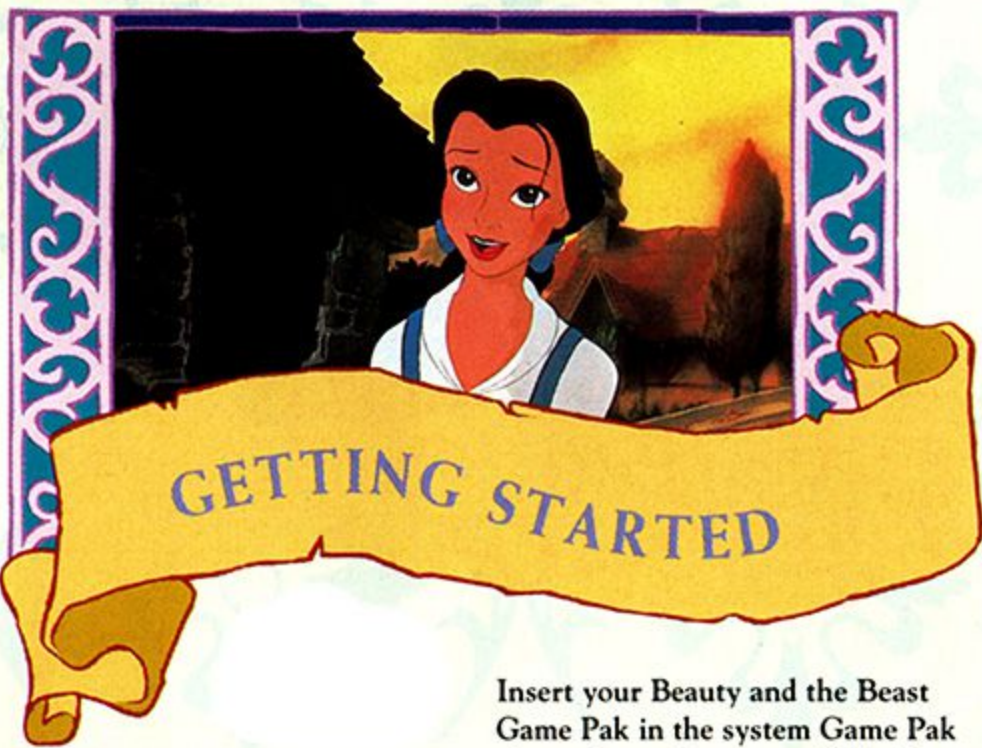
A self-centered prince is transformed into a hideous beast by the magic of an enchantress. What's more, all his servants have been turned into household objects.

Before departing, the enchantress leaves a rose in the hands of the Prince.

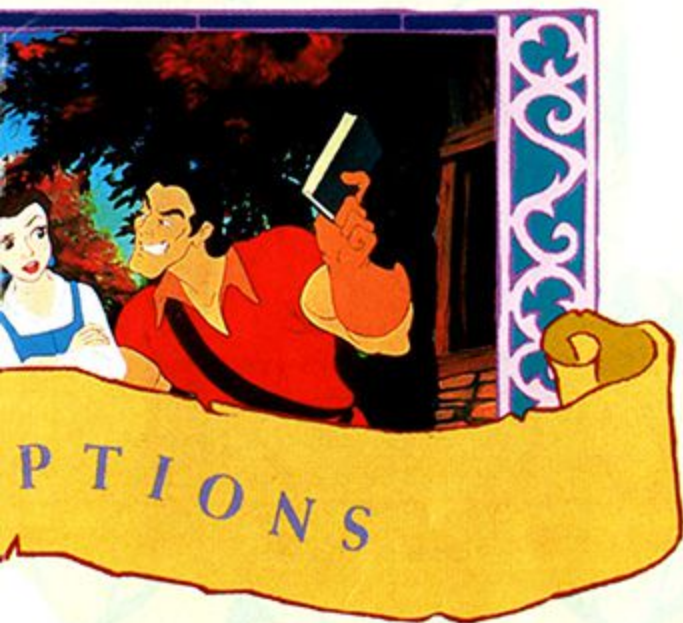
"This rose will bloom until your twenty-first birthday. You have until then to find the one you truly love and to earn that person's love in return. If you don't, you will be doomed to remain a beast forever."

Can the Beast break the spell before it's too late?





Insert your Beauty and the Beast Game Pak in the system Game Pak slot and turn the system ON. A short demo screen will appear. To skip the demo, press the START button. When the title screen appears, press the START button again. At this point, you can either select GAME START or OPTIONS by pressing either the SELECT button or up/down on the control pad. To activate your selection, press START.



OPTIONS allows the player to change some aspects of the game. To view the OPTIONS screen, select OPTIONS and press START. To choose the OPTION you'd like to change, press either the SELECT button or up/down on the control pad. To change the OPTION, press left or right on the control pad. To start the game, move the cursor to START GAME and press the START button.





HOW TO CONTROL THE BEAST

CONTROLLER

Left:
Move left.

THE ROAR



Pressing down on the A-button for a short period of time (2-3 seconds) and releasing the button allows the Beast to roar. The roar will "freeze" certain enemies in mid-position, making them easier to slap. Also, certain platforms -- and a particular type of bat -- need to be activated by means of a roar.

Down:

Duck. Look down. Climb down.
Releases Beast from hanging position.

STOMP

Jumping and then pressing the down pad as the Beast is in the air will cause the Beast to "stomp" on the ground. The Beast will damage an enemy if he lands on top of it.

**Up:**

Look up. Climb up.
Pulls Beast up from hanging position.

Right:

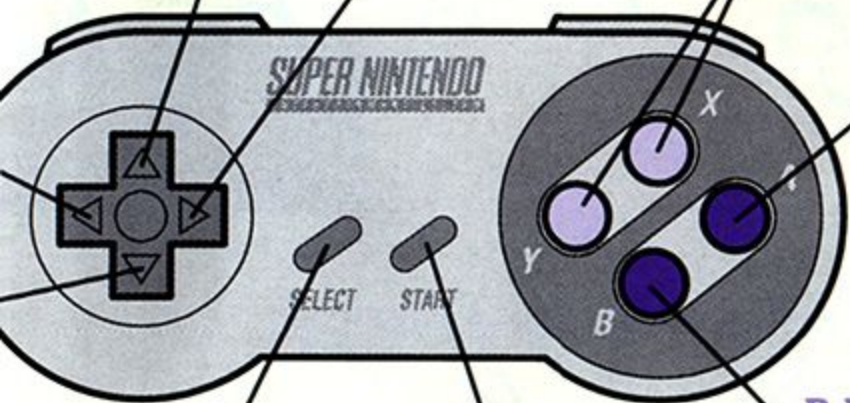
Move right.

X-BUTTON:**Y-BUTTON:**

Slap. Pick up stone. Throw stone.
Catches snow balls during the Special Level.

**A-BUTTON:**

Press down for a short period of time (2-3 seconds) and release to roar.

**SELECT BUTTON:**

Not used

B-BUTTON:

Jump.
Also used for clearing inter-level animation sequences.

**B-BUTTON**

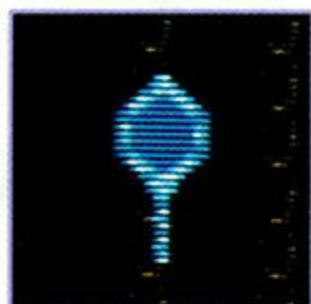
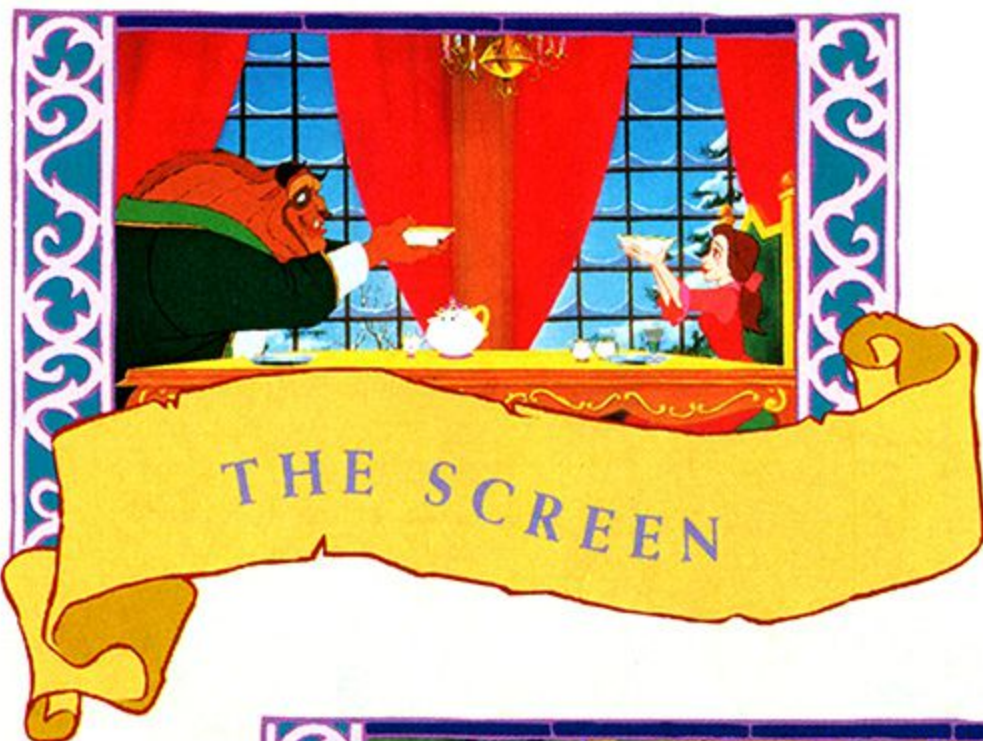
+ DOWN (CONTROL PAD):
Stomp and super stomp.

START BUTTON:

During play, press once to pause, then press again to resume play.
Also used for clearing inter-level animation sequences.

SUPER STOMP

Jumping off a high platform and then pressing the down pad as the Beast is high in the air will cause the Beast to "super stomp" onto the ground below. In certain areas this will release hidden items nearby to where the Beast lands as well as damage the enemies he lands on.



Rose Petal:
(200 Points)
 Gives the player extra
 time to complete the
 level.

Heart:
(500 Points)
 Gives the player one
 extra try.

Mirror:
(200 Points)
 Allows the player to
 view what lays ahead
 of the Beast.

The Heart:

The Beast starts every game with three tries. In the upper left corner of the screen is a heart followed by an X and a number. The number indicates how many tries the Beast has left. The Heart itself is a damage meter.

The Bell Jar:

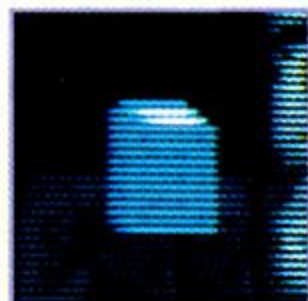
The Beast starts every level with a rose in full bloom. This is your timer. You must complete the level before the rose fully withers. When the rose fully withers, the Beast will lose one try.



In the beginning levels, most Books will be visible for the Beast to find. You will need to find a number of them with the "Super Stomp".



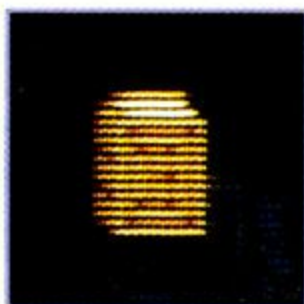
The Red Book:
Momentary invincibility.



The Blue Book:
Allows the Beast's roar to "freeze" certain enemies for an even longer period of time.



The Purple Book:
Full recovery of heart.



The Orange Book:
The power of the Beast's slap is doubled until he loses one try.



The Green Book:
Mid-level marker. If the Beast loses a try after retrieving this book he will restart at the location of the book.



Spider
500 Points.



Bat
1,000 Points



Rat
500 Points
*Continuously and rapidly
press the control pad left
and right to escape.



Frog
500 Points



Wolf
5 Points

ENCHANTED ENEMIES



Candle
500 Points



Stone Gargoyle
1,000 Points



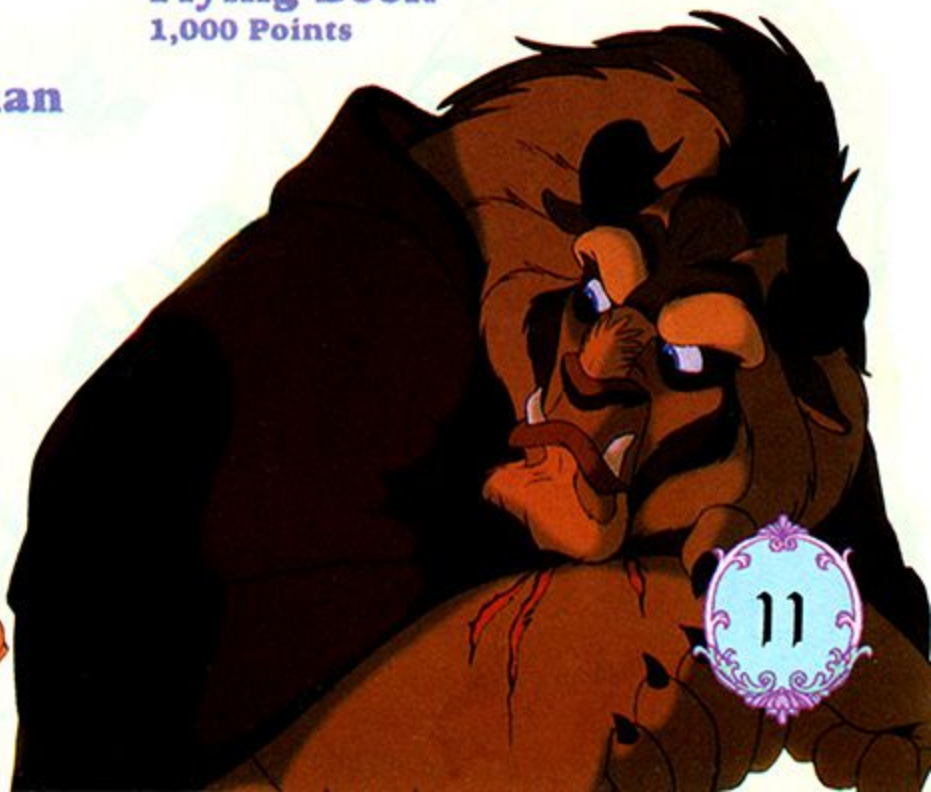
Chomping Helm
500 Points



Portrait Swordsman
1,000 Points



Flying Book
1,000 Points





STAGES



Chapter 1

Fearing harm may befall the rose, the Beast seeks Belle in castle halls.



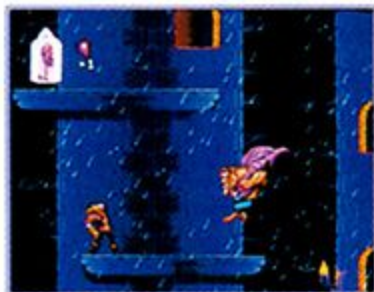
Chapter 2

In the dark of night prowl packs of wolves, as the Beast follows Belle into the woods.



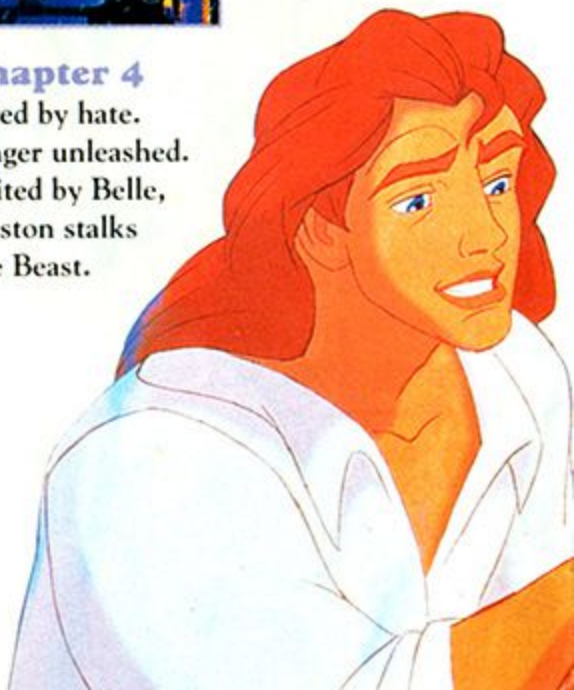
Chapter 3

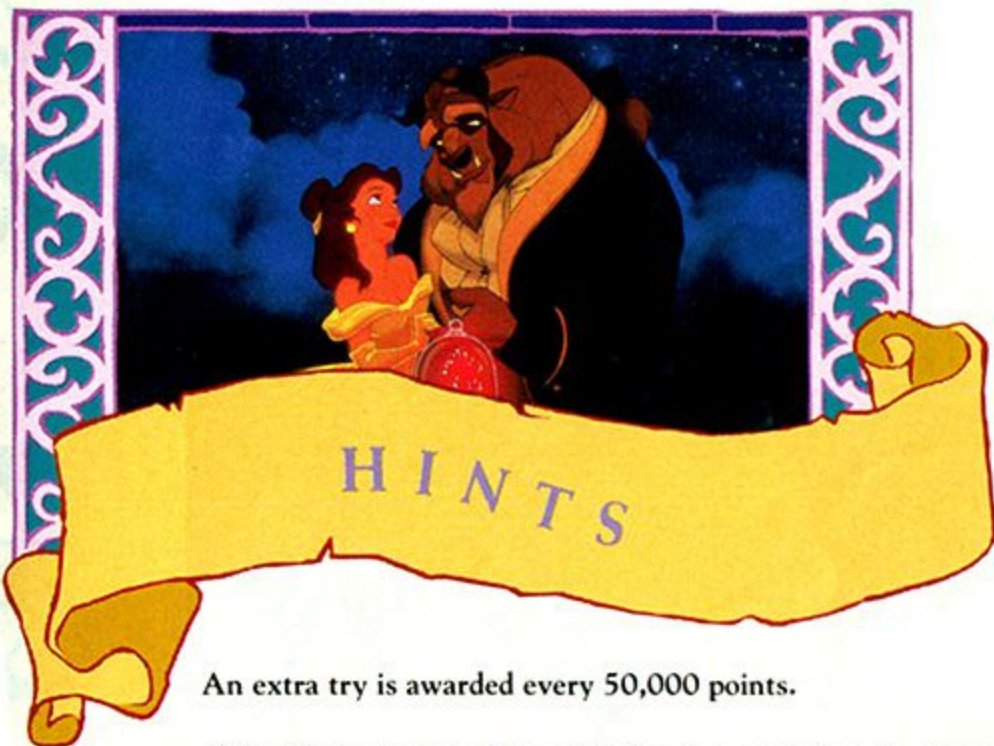
Closer and closer, two hearts drift. To win Belle's love, the Beast seeks a gift.



Chapter 4

Fired by hate. Anger unleashed. Spited by Belle, Gaston stalks the Beast.





An extra try is awarded every 50,000 points.

If the Books in a level are picked up in a certain order, bonus points are awarded.

The "bonus point" order is Red, Orange, Green, Blue, then Purple. The books are usually worth 100 points, but if you retrieve them in "bonus" order, the first book is worth 100 points, the second is worth 200 points, the third 400 points, the fourth 800 points, and the fifth book is worth 2,000 points. When you take one book out of order, the point value goes back to 100, then 200 etc., if you continue to collect the rest in order.

Usually a "Roar" will help if you're stuck and you don't know what to do next.

It's a good idea to "Super Stomp" around when you have the chance. There could be hidden items nearby.

It's always smart to look "up" or "down" before you leap.

Off-color blocks and curtains are climbable.

Special Level

In the courtyard, if you catch all the snowballs thrown by Belle, you can win up to three free tries. But be careful... three misses and you'll not only lose a try, but will have to start the special level all over again.





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