



INSTRUCTION BOOKLET

SONY



IMAGESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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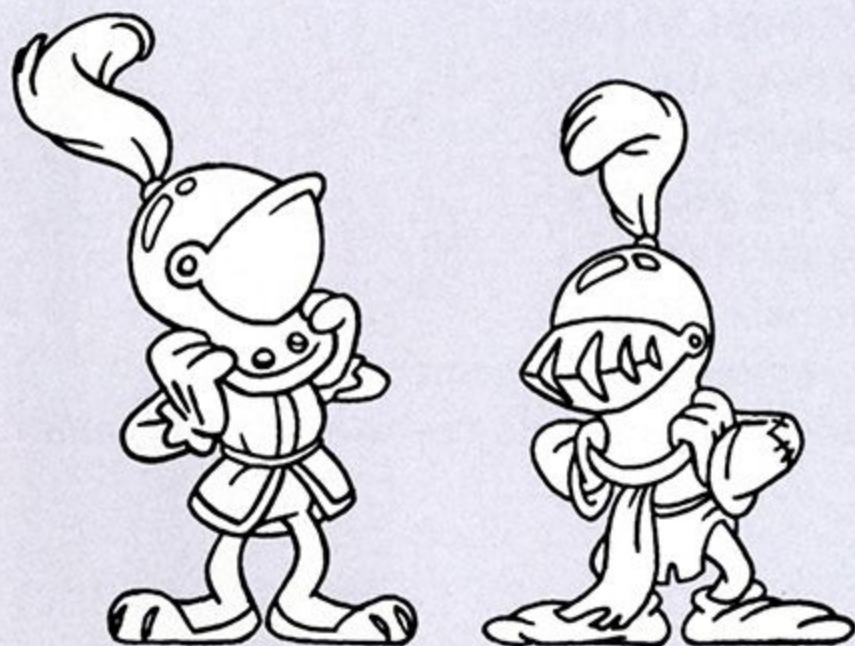


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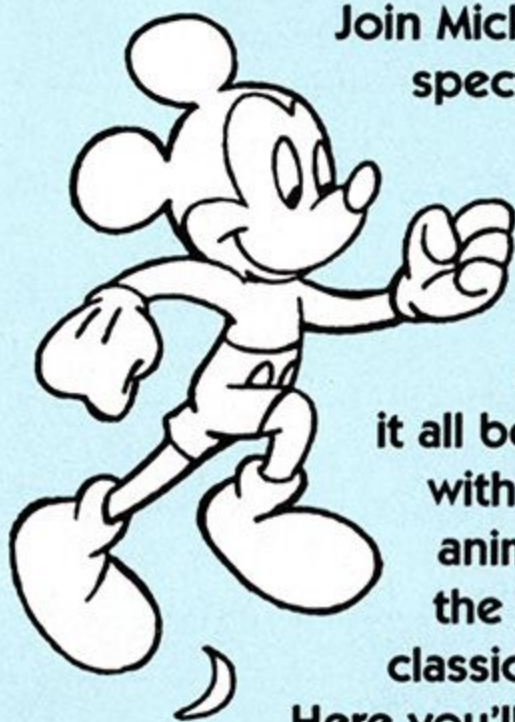
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It's Mickey Mania!



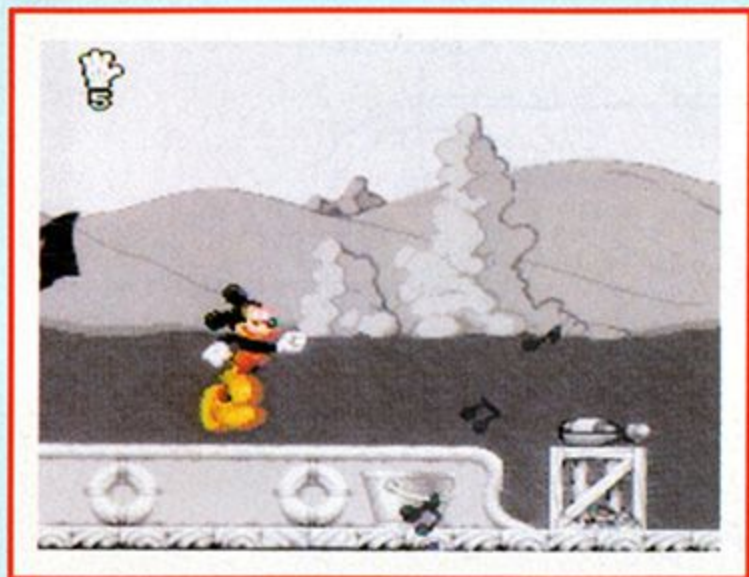
Join Mickey Mouse on a spectacular adventure through time as he relives some of the most thrilling moments of his career. You start where it all began way back in 1928 with Mickey's very first animated feature, the black and white classic STEAMBOAT WILLIE.

Here you'll have to help Mickey brave a variety of puzzles and dangers before continuing through 6 other animated features in a journey that will eventually lead Mickey face-to-face with the biggest, meanest Pete anyone's ever seen.

Fortunately for Mickey, he won't have to travel alone. Along the way, skilled players will be able to find Mickey's faithful pal, Pluto, as well as six different vintage Mickey Mouse cameos from each of the shorts featured in the game.



But time is fleeting. If you're going to get Mickey safely through 65 years of his film history, you better start playing now!



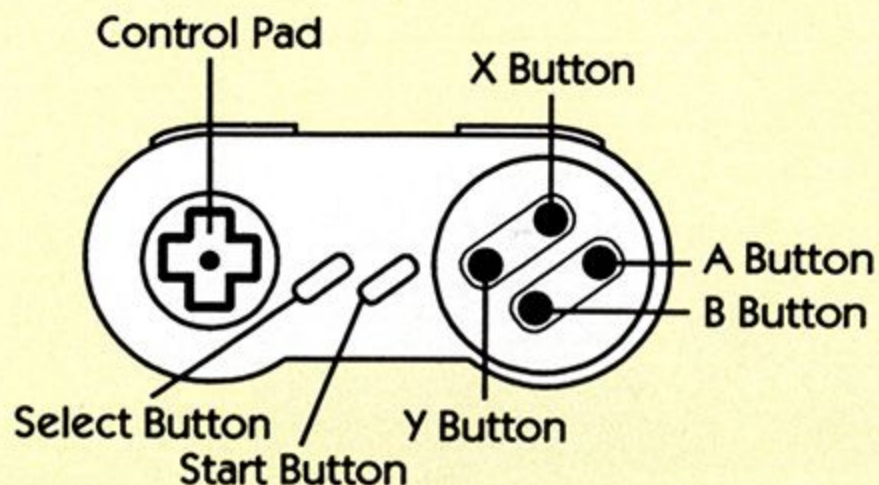
Getting Started

1. Make sure the power is turned off on your Super NES. Insert the **Mickey Mania** Game Pak and plug a Controller into the game port.
2. Turn your Super NES on. Once the title screens appear, press the Start Button to begin the timeless adventure.



Controlling Mickey

In each of the animated features, you'll control the modern-day Mickey Mouse as he defeats opponents and solves perplexing puzzles.



Control Pad: Press left or right to make Mickey walk left or right. Press down to make Mickey duck. Press up and Mickey will throw up his hand to see what is above him.

Start Button: Press to begin the game and to pause during play. Press again to resume play when paused.

Button Y, X, and A: Press to throw marbles (if Mickey has collected them).

Button B: Press to make Mickey jump — use the Control Pad to control Mickey's jump while he is in the air.

The following items can be changed through the Options Screen:



Use the Control Pad to move Up and Down the options — move Left or Right or press the Y, X, A, or B Button to change options.

Difficulty: Easy, Normal or Hard

Tries: Start the game with three, four, or five lives.

Help Screen: This shows a screen showing all the objects that you can find and what they do.

Sound Test: This allows you to go to a separate menu from which you can select music, sound effects, and even Mickey talking! Select with the Control Pad and press the Start Button to hear the sounds.

Exit: Select this to return to the Main Menu.



Mickey's Timeless Adventure



In each feature, you will see Mickey's hand in the upper left corner of your screen. The hand begins with four fingers raised and will count down each time Mickey is hit by an object or enemy. If the hand counts down to zero, Mickey loses a try. The number of tries Mickey has left is shown next to his hand — if Mickey runs out of tries and continues he will have to start over at the beginning of the game.



In the upper right corner of the screen, the marble bag will usually be shown. Next to the bag is the number of marbles that Mickey has collected.



Mickey can find marbles throughout the game, and he can store them in this bag until he needs to throw them at an enemy or obstacle. Each time Mickey throws a marble, the number will count down — if Mickey runs out, he will have to find more.



If Mickey sets off a rocket, it will allow him to save his position from that point.



If Mickey picks up a star, it will raise one of the fingers, eliminating one of the attacks against Mickey and giving him another chance.



If Mickey picks up a Mickey Mouse hat, the number next to his hand will increase and he will receive an extra try at stopping Pete!



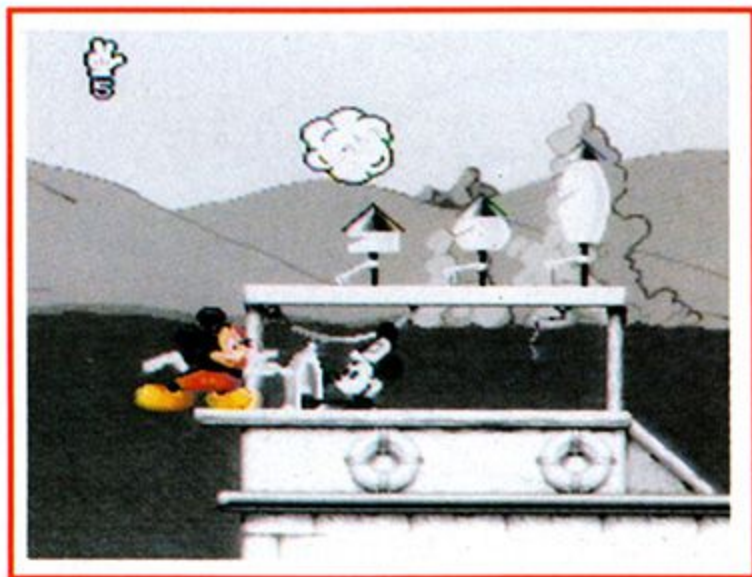
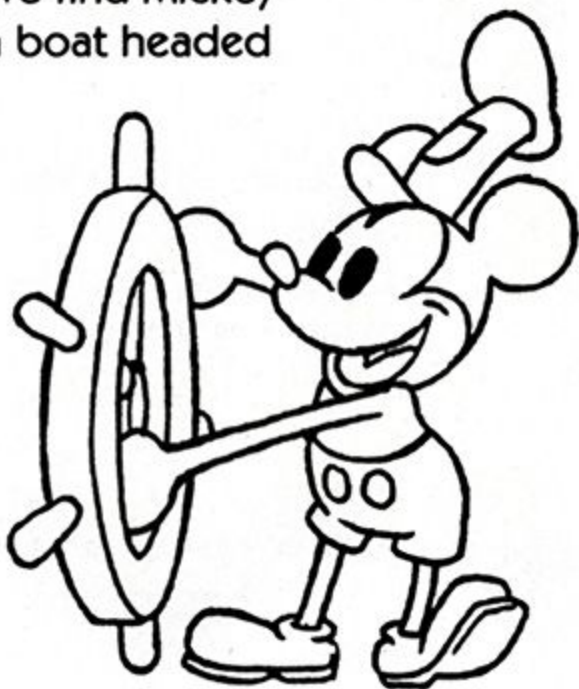
First Feature: "Steamboat Willie" (1928)

As our first film starts we find Mickey on board Pete's steam boat headed for Podunk Landing.

Here Mickey can find a note-eating goat, squawking chickens and a cameo by Steamboat Willie.

You'll find Steamboat Willie quite surprised to see how he'll look in color! Make your way carefully to the docks and watch out for Pete and his pesky parrots!

In this feature's frantic finale, Mickey will have to disable a big, wacky contraption so make sure you find as many marbles as you can!



Second Feature: "The Mad Doctor" (1933)



Oh no! Poor Pluto's been dog-napped by the Mad Doctor and taken to his creepy laboratory! With skeletons, spiders, bats and tricky traps, Mickey's

nightmare has only just begun. And if you find yourself riding on a wayward gurney, be careful not to fall into the vats of bubbling acid or hit one of those (gulp) spinning saw blades! With the Mad Doctor lurking somewhere in the shadows, Mickey's going to have a tough time getting safely through this reel.



Third Feature: "Moose Hunters" (1937)



You'll need to keep on your toes as Mickey and Pluto move through this treacherous tree-lined territory because, while the

forest and fresh air may look inviting to Mickey, they also look pretty good to a moose! If a moose should chase after you — keep running! You won't have time to duck or throw marbles, so just run and jump over any obstacles. Oh, and avoid the water, too, as it'll only slow you down.

Hint: to keep ahead of a charging moose you're going to need energy, so catch all green the apples you can — or that angry moose may catch you!

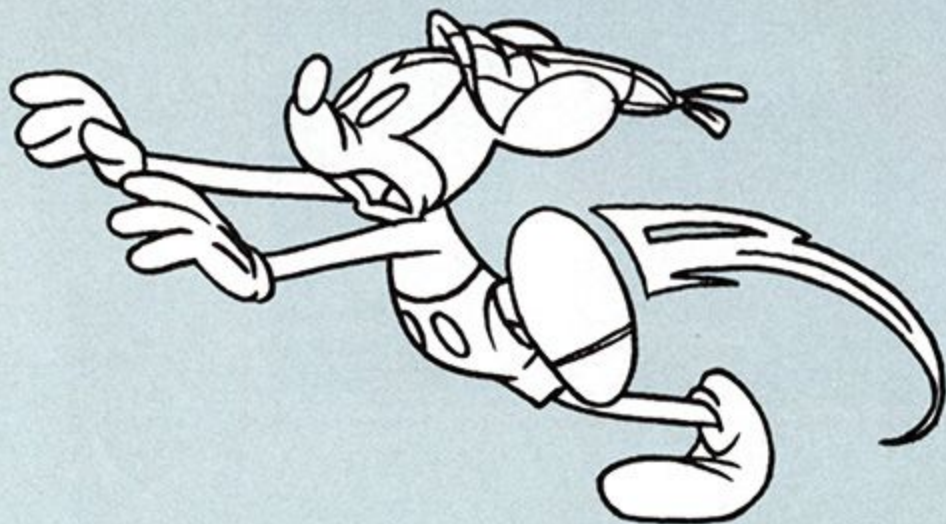


Fourth Feature: "Lonesome Ghosts" (1937)



Ghost pranksters have called the Ajax Ghost Exterminators in order to have some fun scaring Mickey, Donald and Goofy. That was many

years ago, but the troublesome ghosts are still here in their haunted house! Watch your step — things are not what they seem. Ghosts are likely to appear out of thin air and disappear before you can say "Eeeeeee!" Keep your wits about you, Mickey — remember, you need all the help you can get.



Fifth Feature: "Mickey and the Beanstalk" (1947)

Goodness! Those beans must have been magic after all! Look at the huge vine that's grown up into the clouds. In fact, this whole place is giant-sized.

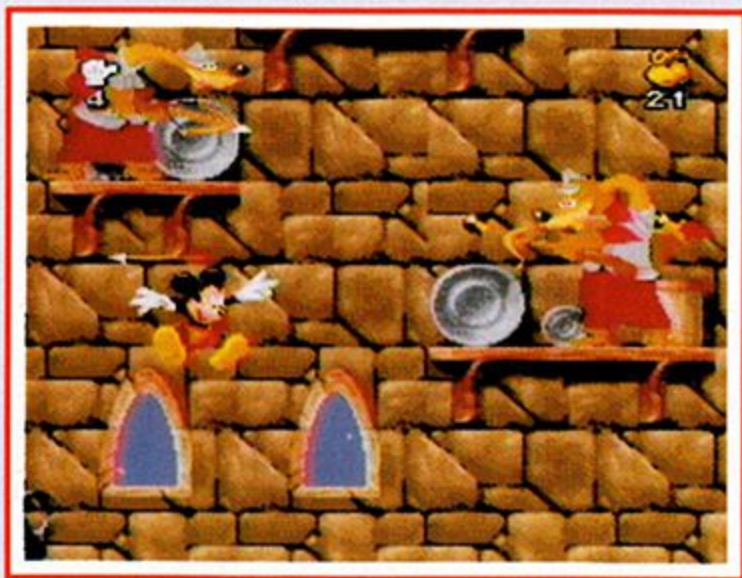
Just look at those giant butterflies, dragonflies, beetles and tulips!

As if that wasn't enough, Mickey may have to push some things around and do some gardening to get where he wants to go. And did we mention Willie the Giant? After all, it *is* his castle.



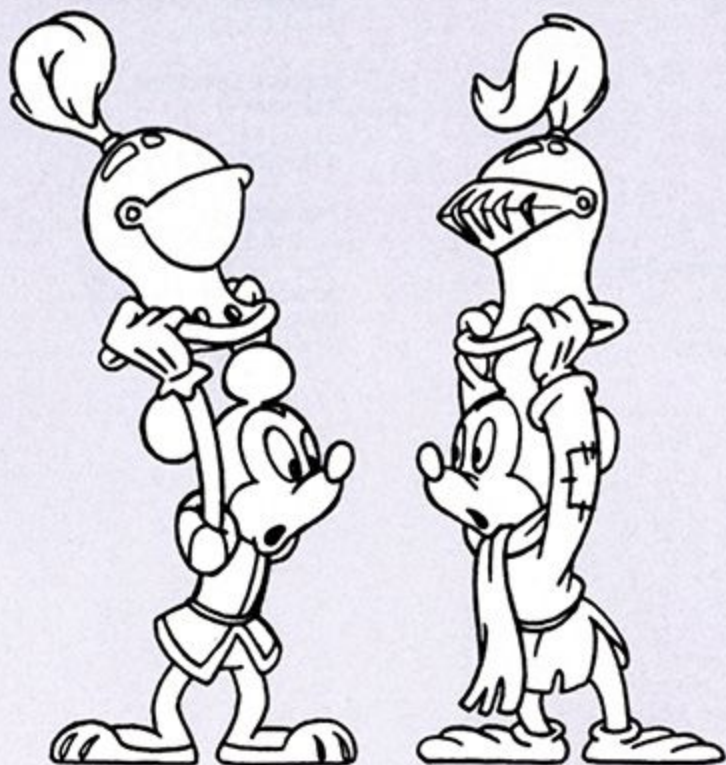
Sixth Feature: "The Prince and the Pauper" (1990)

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This must be the final feature as Mickey is almost back to his own time. Unfortunately, Pete's weasely palace guards aren't going to make it easy for him

to finish the film. Flying knives, flaming pits, crushing walls, and spinning spears are just the beginning. And right when you think it's all over, here comes the biggest, meanest Pete Mickey's ever seen...



Mickey Mania Credits

Written and Designed by
Jon Burton and Andy Ingram
of Travellers Tales

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Senior Producer
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Associate Producer
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Designed by
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Jon Burton

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Patrick Gilmore

Assistant Producer
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Arden Ishimura

**Mickey Digital
Cleanup Model**
Alex Schaefer

Additional Music
Michael Giacchino

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Project Specialist
Pam Darley

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David Molina
Terry Shakespeare

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Ian Christopher Chiasson
Dave Kuhn
Mike Milo
David Molina
Natasha Sasic
Terry Shakespeare
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Robert Rose

Production Accountant

Patrice Monis

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Greg Double
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Matt Furness

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Special Thanks to John Rostron

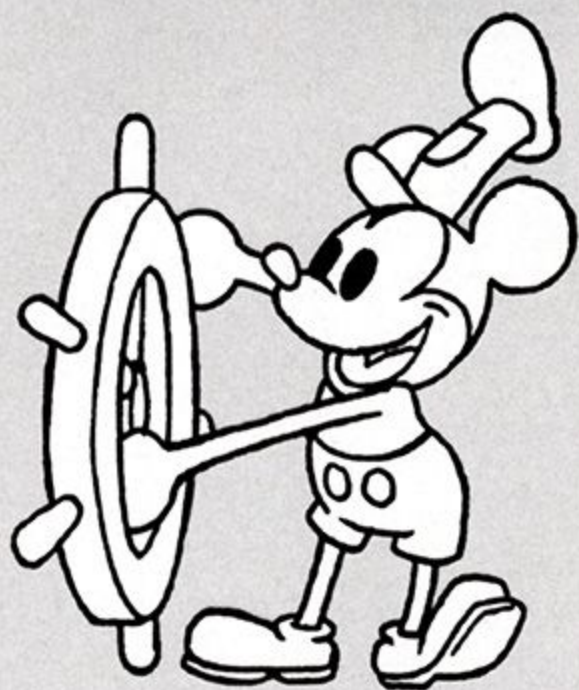
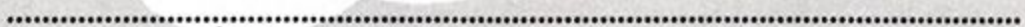
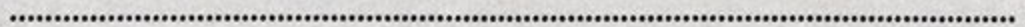
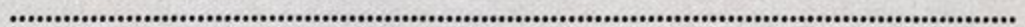
External Evaluations

Sara Dixon

Tour Managment

Ian Grieve
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Notes



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