Nintendo

GAME BOY COLOR

CGB-BENE-USA



Disney's

# THE EMPEROR'S NEW GROOVE

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

EVERYONE
E
CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

**www.ubisoft.com**

| EVERYONE |
| --- |
| COMIC MISCHIEF |
| Visit www.esrb.org or call 1-800-771-3772 for Rating information. |

LICENSED BY Nintendo®

NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.**



# Contents


| | |
| --- | --- |
| Introduction | 2 |
| Starting The Game | 5 |
| Main Menu | 6 |
| Controls | 8 |
| The Game Screen | 9 |
| Collectible Items | 11 |
| Levels | 13 |
| Friends and Enemies | 17 |
| Hints | 22 |
| Credits | 24 |

# Introduction



OK, let's get this straight, I'm Kuzco, and this video game is about ME.

It just so happens that I, Kuzco, am the victim in this story, a victim of circumstance. My ancient crone of an advisor Yzma was getting a little crusty around the edges, so I canned her. Well, I guess she had some monkey on her back that day, because she got it into her oh-so twisted (and old, did I mention she was old?) head to kill me—KILL ME, the Emperor—and take my place. Yeah, as if SHE could rule with anything close to my subtle mastery of diplomacy.

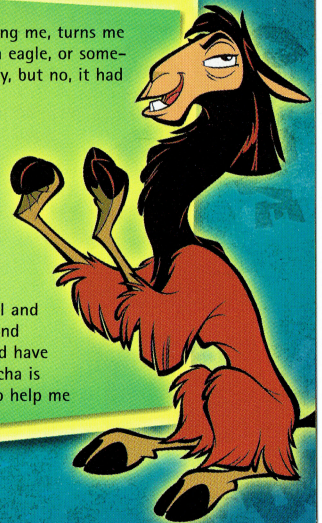
Well, fortunately for me, Yzma's got this assistant, Kronk, who traded in half his brains for muscles somewhere along the way. To put things

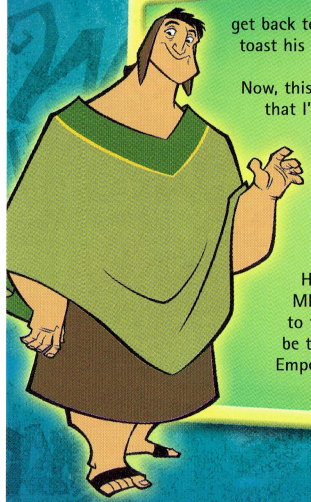


mildly, Kronk messes up and instead of killing me, turns me into a llama. Could have been a panther, an eagle, or something else a bit more elegant and less smelly, but no, it had to be a llama.

In order to make up for his blunder, Kronk dumps me into this villager's cart and assumes that I'm history. And, get this, it's not just ANY cart that I get dumped into, it just happens to be one owned by this peon, Pacha, whose village I had just promised to wipe out.

A few days later I wake up (llama spit drool and everything) in Pacha's quaint little village and Pacha figures out who I am. Now, this could have gotten pretty ugly, but it turns out that Pacha is actually a pretty decent guy, so he offers to help me





get back to the palace as long as I promise not to toast his village.

Now, this was a pretty tough decision considering that I'd already put a down payment on the caterers for the village-smashing ground-breaking ceremony, but quite honestly, being a llama is really itchy. So, we agreed, and our journey back to the Palace (MY Palace) and confronting the old hag Yzma began.

Here's where you come in—you get to play ME (aren't you lucky), and help Pacha get me to the Palace and defeat Yzma so that I can be turned back into my handsome human Emperor self again.



# Starting the Game




1. Make sure the POWER switch is OFF.
2. Insert Disney's The Emperor's New Groove Game Pak into the Game Boy slot as described in your Nintendo Game Boy Color instruction manual.
3. Turn the POWER switch ON.
4. When Disney's The Emperor's New Groove title screen appears, press START to continue.



# Main Menu




New Game—Start a new game. You will be asked to pick which space you want to use to save your new game in:

- Game A
- Game B
- Game C

Choosing one of these will prompt you with an "Erase Game?" if there is already a game saved there. Then you will start a new game.



Continue—Continue a previously saved game. You will be asked to pick which game you want to continue:

- Game A
- Game B
- Game C

If "empty" is displayed at the bottom (ie. There is no previously saved game), you will be prompted with a "New Game?" prompt. You will then continue the previously saved game.

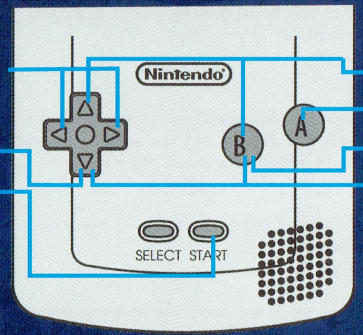
Options—takes you to the following menu screen,

- Music
- Credits

Choosing Music will allow you to toggle the music on or off.

Choosing Credits will show the game's credits list.

# Controls




Left / Right: Move

Kuzco Left or Right

Down: Duck

Start: Pauses the game

B Button + Up: Spit

A Button: Jump

B Button: Head Butt

B Button + Down: Charge



# The Game Screen

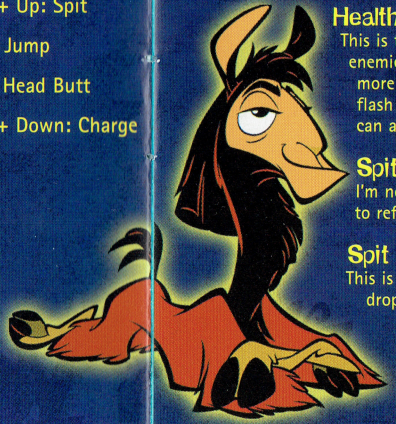


## Number of Tries

This is the number of tries that I, Kuzco, have to complete the game. When I've got no more tries left, the game is over—and you lose.

## Health Hearts

This is the amount of damage that I can take from enemies or things in my kingdom. When I've got no more Health Hearts left, I loose a try. Hot news flash here—this is bad, don't do this too much. I can also collect Hearts during the game, if I have lost any.



## Spit Meter

I'm not a firehose of spit, OK. Every time I spit, this little meter needs to refill before I can spit again. Oh, boy.

## Spit

This is the amount of nasty, smelly llama spit that I've got. Each full drop allows me to spit once. When all of the drops are empty, I'm out of spit and at the mercy of all those bad-boy jungle creatures. Spit can be refilled at Spit Drop Collectables—what a fulfilling job someone has refilling those.

# Collectible Items

### Spit Drop

This refills my llama spit—no matter how many times I use this, it never goes away—even if you want it to.

### Red Heart

Gives me a health unit—I won't pick this up if I've got full health already—which is good because, like, waste is bad, or something.



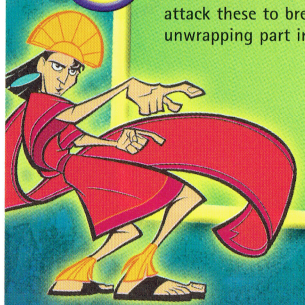
## Gold Coin

Gives me an extra try—I won't collect these if I've already got the maximum number of tries. Now, if I were playing the game, I wouldn't need these, but then again, you're not me, are you?



## Jug

These contain hidden items—have me head butt or charge attack these to break them. It's like presents, but the unwrapping part involves head-butting, yeah, fun.





# Levels

## Village

Ooh, a quaint little village on a hilltop. This place will look way better as my summer getaway-KUZCOTOPIA! In the meantime, you'd think that someone would at least do something about all the creepy-crawlies hanging around here—ewe. Oh, well, what can a llama do? If you can get me to Pacha, I'll be alright—Pacha's the man.



## Jungle

Doesn't anyone ever SWEEP around here?!! And what's with all the monkeys? Didn't I have someone write a leash law or something? Once I get back to the Palace, remind me to make Pacha my official Animal Services officer. I'm sure he'll be eternally grateful.





## Cliff

Spiders and scorpions and snakes, oh my. I'm a llama on a mission, don't bug me. Get it, "bug", heh heh...ok a little royal humor there—probably over your head.



## Jaguar Boss

Nice kitty, good kitty. OW!!!!
BAD KITTY, BAD KITTY!!!



## City

No bowing peons, no trumpets, no groveling lackeys—sigh—it's just not the same place without my bright, shining royal face leading a procession of gold and jewel clad...ah, why depress myself by thinking of it. Once I get to the Palace and back to normal, we'll have this place back to normal in no time.



## Lab

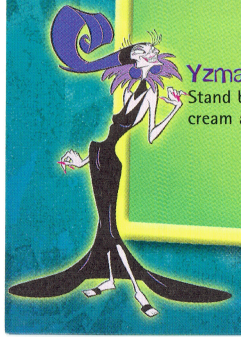
Well now, the cleaning staff has definitely taken a little time off down here, huh. Like, say about a hundred years. Spiders and bats and all things old and nasty—now that's an interesting design motif—very Yzma. Now if I were a potion made by an evil, megalomaniac, where would I be?





## Palace

All right, these guards are all toast once I'm back to Emperor form again. Gone, fired, no severance pay, no placement help, history. If they can't figure out who's boss, that's their problem, not mine. Buh-bye, and don't let the curtains hit you on the way out—you might get dust on them.



## Yzma Boss

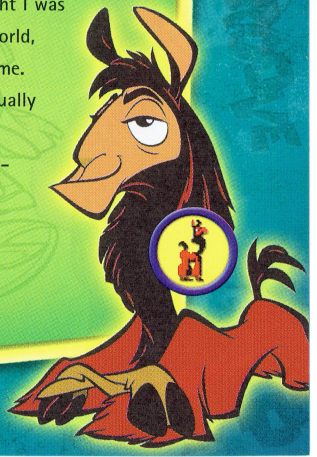
Stand back, oh ancient one, or I'll start throwing wrinkle cream at you.



# Friends and Enemies

## Kuzco

That's me—I thought I was cool. I thought I was adored. I thought I was on top of the world, until it all came crashing down around me. That's when I figured out that I was actually a smug, young emperor with no friends and no clue. After my little llama experience, I learned my lessons about how to treat people and the value of friendship...I guess you could say it changed my groove.





## Pacha

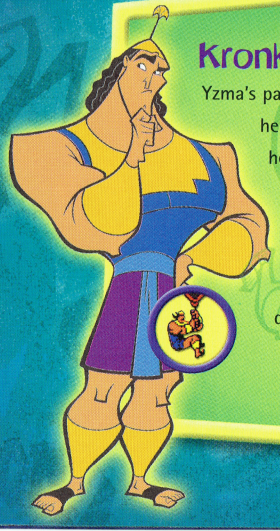
My pal. Pacha's a simple peasant with a village on some prime real estate—that I wanted. I wasn't planning on becoming buddies with him, but then the big lug goes and changes my life. Besides, his wife knits awesome ponchos.



## Yzma

She used to be my loyal "diva-meets-mad-scientist" advisor. Then she turned, like, 135 or something and kinda lost her way. She suffers from a severe case of power envy, but when it comes to making potions and poisons, I gotta hand it to her—she's one evil genius!





## Kronk

Yzma's partner in crime—where she's got brains, he's all brawn. To help him make decisions, he has a little angel Kronk on one shoulder, and a little devil Kronk on the other—you know the deal. And even though he poisoned me, tied me in a sack and threw me in a river, deep down he's an OK guy.



## Guards



What's happened to my once loyal servants? It seems like Yzma's trained them to attack any llama they see on sight. Hah! Well, these big, tough lunks are no match for the fast and furious vengeance of my llama hooves! And perhaps a super-generous helping of llama spit.

## Creepy Crawlies

Rats, angry monkeys, piranhas, snakes, llama-eating plants, scorpions, spiders, bats. Oh, yeah, bring 'em baby, because big daddy exterminator llama is in the house.

# Hints



**Doors and Triggers**
Hock a generous helping of my llama spit on the trigger to open the door for a period of time. If you pass by the door, it will stay open. Cha-ching.



**Scrolls**
Someone has thoughtfully placed scrolls with useful information on them in each level. Apparently I still have some loyal subjects.



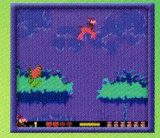
**Enemies**
As if I'd have anything easy, all the enemies are different. You'll have to work (eeeww) to figure out which attack works best on each enemy.



**Pacha**
Pacha hangs out at the end of every level, waiting to guide me on to the next hazardous course. He definitely needs more to do.



**Jumping**
Little tip—be careful on the big jumps, I bruise easy.





**Spitting**
OK, this is, like, really gross, but you've got to practice spitting.

**Spit Drops**
So, take out your little note pad and jot down where the spit drops are. You're gonna need a lot of goopy-green smelly llama spit to get through this game.



# Credits

**Sandbox Studios**

Executive Producer
Steve Bergenholtz

Director
Gary Corriveau

Assistant Director
Armando Marini

Lead Programmer
Claudette Critchley

Programmers
Mike Kasprzak
Damir Slogar
Scott Pinkerton
Andrew Berdan

Lead Artist
Jacques Bruyns

Backgrounds
Charles Amsellem
Mark Choy
Jean Apollinaro
Larry Tremblay

Music
Tomislav Slogar

**Disney Interactive**

Director of Production, Console
Dan Winters

Producers
Jared Brinkley
Joel Goodsell

Senior Manager, Marketing
Sue Fuller

Assistant Manager, Creative Services
Nina Harju

Special Thanks
Randy Fullmer
Colin Stimpson
Tracey Miller-Zarneke
Todd Nielsen
Joe Moshier
Tamira Webster

**Ubi Soft Entertainment**

Producers
Yves Guillemot
Vincent Minoué

Assistant Producer
Daniel Ayoub

Project Manager
Yannis Mallat

Game Designer
Lionel Rico

Business Development Manager
Jean Laflamme

Product Manager U.S.A.
Dennis Roy

Public Relations
Sandra Yee

Special Thanks
Anik Patry, Kristen Hecht, Dana Whitney, Melanie Hodgson, Magdalena Perkins, Rich Kubiszewski, Jay Cohen, Laurent Detoc, David Bamberger, Randy Gordon, Helen Juget, Willie Wareham, Kathleen Lynch, Xavier Fouileux, Kawai Carvalho, Anthony Franco, John Chowanec, Mona Hamilton, Jen Groeling

Package Design
Axiom Interactive Design



Walt Disney Pictures Presents

# DINOSAUR



## SURVIVE A WORLD YOU'VE ONLY IMAGINED

LEAD THE DINOSAUR HERO TO THE SAFETY OF THE NESTING GROUNDS.



**SIX PLAYABLE CHARACTERS**

PLAY AS ALADAR, ZINI, PLIO, SURI, EMMA THE STYRACOSAUR OR URL THE ANKYLOSAUR



**27 UNIQUE LEVELS**

SURVIVE RAGING LAVA FILLED RIVERS, PERILOUS MOUNTAIN CLIFFS, BARREN DESERTS AND INTENSE BATTLES AGAINST GIGANTIC CARNOTAURS

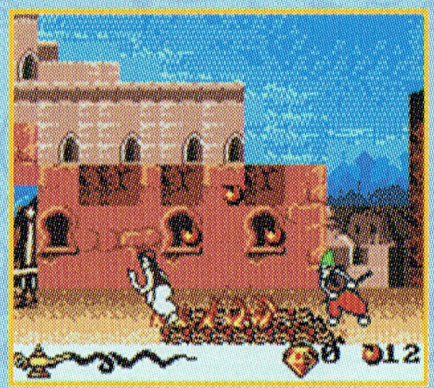


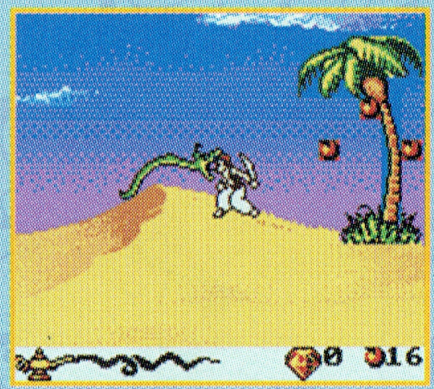

www.ubisoft.com

©Disney ©2000 Ubi Soft Entertainment S.A. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo. Visuals, release dates and/or product names shown are of product in development and may be subject to change.

BASED ON THE ANIMATED FEATURE FILM,

# Disney's Aladdin








**Aladdin slashes his shining scimitar, leaps across rooftops and dodges danger through the streets of Agrabah. Escape the Sultan's dungeon, snatch the Genie's Lamp and save Princess Jasmine from the evil Jafar!**

- 9 Exciting Worlds: Agrabah Market, the Cave of Wonders & more
- Intense Action: Run, jump, leap off flagpoles, battle thieves, & dash through bonus rounds
- Magical tools and weapons: A high-speed flying carpet, a shining sword & unusually hard apples to throw

©Disney ©2000 Ubi Soft Entertainment S.A. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo. Visuals, release dates and/or product names shown are of product in development and may be subject to change.

# Walt Disney's The Jungle Book Swings Onto Game Boy® Color!

Walt Disney's
THE JUNGLE BOOK
MOWGLI'S WILD ADVENTURE





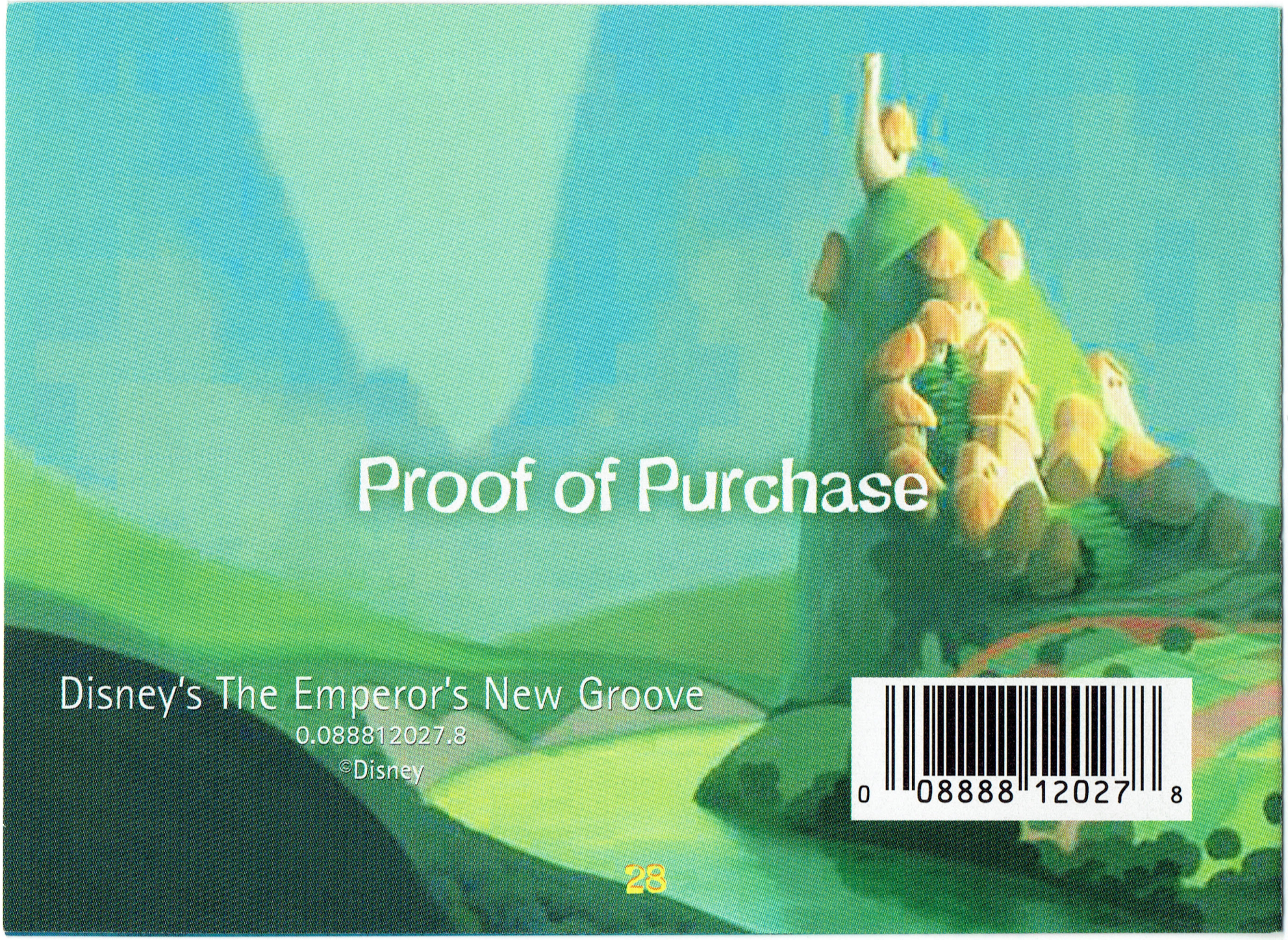




Mowgli's on a wild adventure to the man-village! Learn to survive in the jungle by imitating all the funky jungle pals to bring Mowgli safely to his new home. Be careful, Shere Khan is on the trail!

- Favorite Movie Characters: Mowgli, Baloo, Bagheera, Kaa, King Louie, & more
- 5 Vivid Worlds : Sunset Jungle, Rainbow Jungle, Temple Run, Tree Tops & Desolate Jungle
- Unique Gameplay: learn special moves, challenge the jungle characters, & collect bonuses

©Disney ©2000 Ubi Soft Entertainment S.A. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo. Visuals, release dates and/or product names shown are of product in development and may be subject to change.


Proof of Purchase
Disney's The Emperor's New Groove
0.088812027.8
©Disney
0 08888 12027 8
28

UBI SOFT ENTERTAINMENT, INC. LIMITED WARRANTY

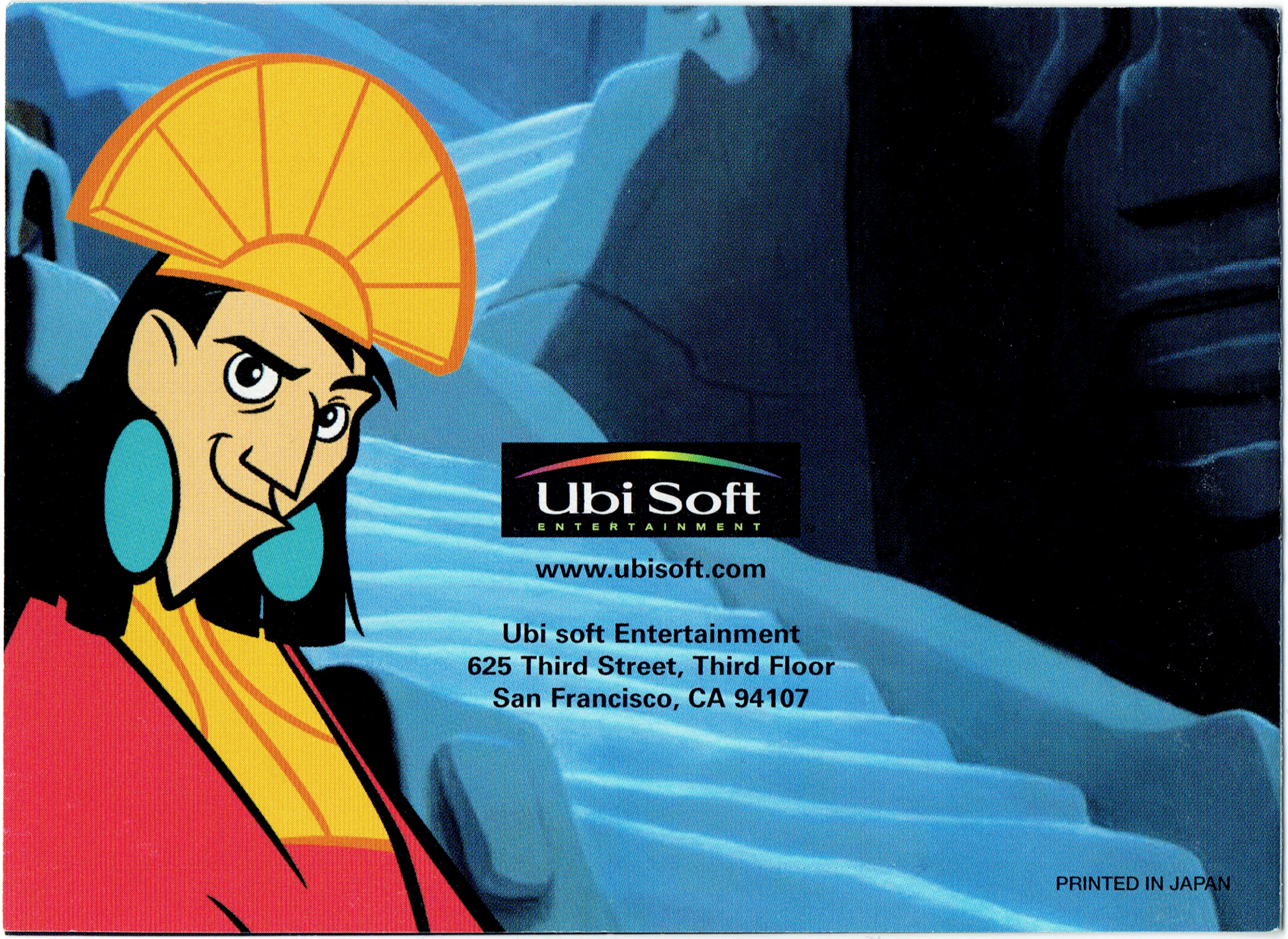
UBI SOFT ENTERTAINMENT, INC. LIMITED WARRANTY
Ubi Soft Entertainment warrants to the original purchaser that the optical media on which Disney's The Emperor's New Groove is distributed is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ubi Soft, Inc. software program is sold "as is", without express or implied warranty of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from the use of this program. Ubi Soft, Inc. agrees for a period of ninety (90) days to replace defective media free of charge, provided you return the defective item with dated proof of payment to the store from which this product was purchased. This warranty shall not be applicable and shall be void if the defect in the Ubi Soft, Inc. software product has risen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Ubi Soft, Inc. Any implied warranties applicable to this software product, including its quality, performance, merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft, Inc. be liable for any direct, indirect, special, incidental, or consequential damages resulting from possession, use, inability to use or malfunction of this Ubi Soft, Inc. software product or documentation, even if advised of the possibility of such damages. In no case shall Ubi Soft, Inc.'s liability exceed the amount of the license fee paid. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (415) 547-4028 Monday through Friday between 8:30AM and 5:30PM, Pacific Standard Time, or write to us at the address noted below. No hints, tips, or codes are available from this phone number or address.

TO REACH US ONLINE—Access our Web Site at http://www.ubisoft.com

UBI SOFT ENTERTAINMENT, INC. 625 Third Street, 3rd Floor—San Francisco, CA 94107 Tel: 415-547-4000


Ubi Soft
ENTERTAINMENT
www.ubisoft.com
Ubi soft Entertainment
625 Third Street, Third Floor
San Francisco, CA 94107
PRINTED IN JAPAN