

MICKEY MOUSE

The Computer Game

LOADING INSTRUCTIONS

CBM 64/128

Cassette: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.

Disk: Insert disk into drive. Type **LOAD""",8,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K

Type **LOAD"""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

SPECTRUM 128K/+3

Disk: Use the **DISK LOADER** as normal.

AMSTRAD

Cassette: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

Disk: Insert the disk into the drive, label side up. Type **:CPM** and press **ENTER**. The program will load and run automatically.

ATARI ST

Insert Disk 1. Turn computer on. Follow on-screen instructions.

SCENARIO

The wicked witches of the North, South, East and West have stolen Merlin's magic wand and given it to the awfully 'orrible Ogre King. Using its power they will, between them, rule Disneyland! The Ogre King has used the wand to cast a sleeping spell over the land. He then broke the wand into four parts and gave each witch a piece to guard.

The wizened witches have moved into the four tallest towers of Disney castle and banished all of the drowsy Disney characters. They are each using the pieces of wand they guard, along with some enchanted water they also stole from Merlin, to fill the castle with hideous monsters. This water is the key to Disneyland's salvation. Merlin had one bottle of water hidden and this he gave to Mickey Mouse to use to defend himself as he rescues the wand. The water must be used sparingly or it will run out.

Mickey starts his search for the wand at the bottom of each of the four towers. The only way to go is up! On his way to the top Mickey will encounter the witch's gruesome guardians. Squirtling some monsters with the enchanted water pistol will turn them into potion bottles or special magical bonuses. Some monsters, however, only respond to a sharp tap on the head with Mickey's rubber mallet, although this often causes them to split into two smaller monsters! If Mickey collides with a meany he loses more of his precious water, but it can be replenished by collecting the potion bottles.

When Mickey reaches the top of the tower he will find fireballs being hurled at him by the witch.* If he can reduce the witch to a pile of bones by throwing mallets at her, he can collect the piece of wand she was guarding. Once all four pieces are retrieved Mickey has to face the fiendish, flying 'orrible Ogre King! Squirtling him 15 times with the pistol defeats him, but that's not easy. If Mickey doesn't succeed at first, he can try, try again. If he fails a third time the game is over and Mickey will have to return to the bottom of tower one!

THE CASTLE

The four towers get progressively taller and tougher. Each floor of the tower consists of a large circular room overlooked by two balconies. Mickey must take special care on balconies for two reasons; firstly he could fall off and secondly there is less room in which to avoid the monsters. Falling off a balcony stuns Mickey for a little while allowing the beasties to drain his supply of water.

Throughout the tower are doors which lead into side rooms. While ghosts are able to walk through walls, some monsters need to use these doors. All of the doors need to be boarded up before Mickey will be allowed out onto the battlements to face the witch. In order to board up a door Mickey must first find a key and enter the room. Inside will be one of four sub-games and if this is completed successfully he will be given a hammer, nails and some planks and will nail the door shut as he leaves (the sub-games are described below).

THE MEANIES

The following monsters appear in all versions of the game. Some versions have extra monsters!

THE OGRE: This giant, warty slob can only be affected by a gentle wallop with the mallet. When hit he often splits into two little ogres.



THE GHOST: This flimsy phantom can't feel the mallet but he does fear the water pistol.



THE SKELETON: A creepy collection of bones



HEDLEY: Squirt this ghostly head.



THE WITCH: The wicked witch found at the top of each tower (ST and Amiga versions only).



THE OGRE KING: Yeuch! What a repulsive sight!!



WEAPONS

Mickey can, in the main tower, choose from two weapons; a water pistol filled with enchanted water and a large, rubber mallet. The control panel shows which is currently in use.

REMEMBER: Large monsters which are affected by the mallet will often split into two smaller ones.

BONUSES

When a meany has been squirted or walloped it will disappear leaving behind a bonus. Mickey has only to run over bonus items to collect them. They should be collected quickly or they will fade away.

WATER - This bottle contains the enchanted water which had made the monster. Collect it to add to the supply in Mickey's water pistol.

KEY - Keys are needed to open the doors and enter the side rooms. They are essential to Mickey's quest.

BOMB - When this is collected all monsters currently on screen go up in smoke.

BIRD'S HEAD - This magic item allows Mickey to fly! Well, to be honest it just stops him falling. For the duration of this bonus Mickey can step off a balcony and walk around on thin air.

GLUE - The glue pot will stick all monsters to the spot for a short while.

SHIELD - The shield prevents monsters draining Mickey's enchanted water.

REPULSIVENESS - Collecting this bonus makes monsters run away from Mickey.

SLOW - The monsters slow down to half speed when this bonus is collected.

LIGHTNING BOLTS - With this bonus Mickey moves twice as fast as normal. Be careful because this can make things difficult in a tight spot.

THE PANEL

On the left of the panel is a picture of Mickey's hand holding the mallet or the water pistol. The **SPACE BAR** changes from one to the other.

Next is Mickey's score followed by.....

The water meter. This shows how much water is in the water pistol. If the pistol becomes empty the game is over!

At the right of the panel is a picture of the tower. The small line next to it indicates where you are.

THE SUB-GAMES

In each of these games Mickey has three lives which are shown as three red boxes at the edge of the screen.

THE PUDDLE MAZE

Mickey has to avoid or shoot the monsters created by the dripping taps. To complete the room he must find and collect a hammer, some nails and some wood. These will be found lying on the floor and enable him to board up the door. Also in the maze is a heart which gives Mickey a bonus life. A skull will take a life off Mickey. The power pack allows Mickey to burst the water monsters without being hurt himself. The power pack makes Mickey fitter until its effect wears off. The spring makes Mickey's mallets bounce off the walls of the maze. Once the hammer, nails and wood have been collected Mickey can leave the maze through the hole in the floor.

THE BUBBLE MACHINE

Mickey stands on a platform which moves randomly left and right. Below him to the left is a glass tube full of enchanted water. This slowly leaks into a pipe which runs across the bottom of the screen. At regular intervals along this pipe are nozzles which produce bubbles. Mickey must shoot the bubbles by throwing his hammer until all of the water has leaked out of the tube. If a bubble reaches the platform it eats it away a little. Eventually the bubbles will eat a hole in the platform which Mickey will need to jump across. An extra hazard is the floating ghosts which slowly follow Mickey around. Prolonged contact with it will cost Mickey a life. Hitting the ghost with the mallet will dispose of it but another one will soon appear.

THE PUMP ROOM

A long pipe snakes from the top right of the screen down to the bottom where Mickey appears. At several points along this pipe are holes with corks in. At the top right is a large monster operating a pump which creates little monsters. The little monsters patrol the pipe and may pull out corks which Mickey has hammered in. The mallet will deal with them. To complete this screen Mickey must get past the force field which is protecting the large monster. The force field will be lowered when some of the corks have been hammered in. The corks Mickey needs to hit are different each time. To add to Mickey's problems, water dripping from the corks creates a floating ghost when it hits the floor. This will stun Mickey or take a life from him.

THE DRIPPING TAPS

There are four dripping taps here which need to be turned off in a specific order. The tap handles spin or flash to indicate which should be turned off next. The floating ghost is here again and is drifting around the screen. If it touches Mickey he will be stunned or lose life. Moving platforms help Mickey travel from tap to tap but he must be careful not to be squashed between a platform and the floor or ceiling.

CONTROLLING MICKEY

SPECTRUM

In addition to Kempston or Sinclair Joysticks, the following keys may be used:-

Q - Up, **A** - Down, **RETURN** - Fire, **K** - Left, **R** - Right, **SPACE** - Toggles between hammer and water pistol, **P** - Pause.

AMSTRAD

In addition to a joystick, the following keys may be used:-

Q - Up, **A** - Down, **RETURN** - Fire, **K** - Left, **L** - Right, **SPACE** - Toggles between hammer and water pistol, **P** - Pause.

CBM 64

Use a joystick in port 2, and the following keys:-

SPACE - To toggle between hammer and water pistol. **RUN/STOP** - Pause.

ATARI ST

Use a joystick in port 1, and the following keys:-

SPACE - To toggle between hammer and water pistol. **P** - Pause, **S** - Music/sound effects toggle.

MICKEY MOUSE - HINTS AND TIPS

- 1) If you run out of water, try to use your hammer.
- 2) Do not shoot too fast. Every miss wastes water.
- 3) You can't be hurt while you are on a ladder.
- 4) Collecting ANY bonus gives more water.
- 5) You cannot carry more than two keys.
- 6) It is safer to fight on a large platform than a balcony.
- 7) It is difficult to fight while you are standing in a doorway.
- 8) The Puddle Maze is composed of 16 linked rooms. Try to find a search pattern which will cover each room once only and return you to the exit.
- 9) In the Bubble Room, try to move in the same direction as the platform. This allows you to move faster; you will also be heading in the same direction as the floating ghost.
- 10) When finding the Ogre king take your time.

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