

CAPCOM™

NES—MI—USA

# MICKEY MOUSECAPADE



## INSTRUCTION M A N U A L

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**Nintendo**  
ENTERTAINMENT  
SYSTEM

## MICKEY MOUSECAPADE STORY

Mickey, followed by Minnie, adventure through the Fun House, by the Ocean, the Woods, the Pirate Ship, and the Castle. All in search of their mystery friend. Help them solve the mystery!

### Starting Hint:

In the Fun House you must get a key from the Wizard to proceed through the door that says:



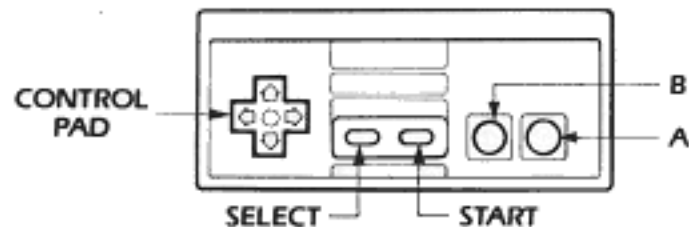
## HOW TO PLAY

### NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

**Controller #1** — Moves Mickey and Minnie.

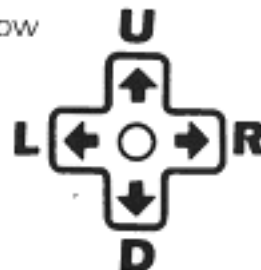
**Button A:** Jumps.

**Button B:** Shoots Stars.



### Control Pad:

Each tip is imprinted with letter to show direction or movement:



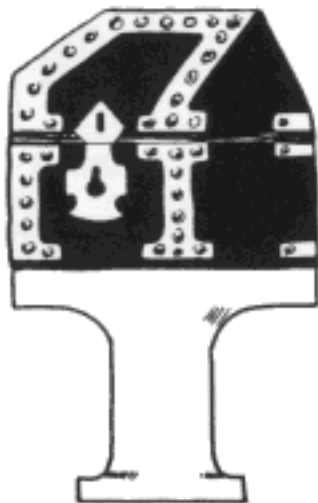
### Four Separate Action Tips

Pressing any of four tips moves you and player moves that direction.

- ◀ Moves Mickey & Minnie left.
- ▶ Moves Mickey & Minnie right.
- ▲ Moves Mickey & Minnie upward.
- ▼ Moves Mickey & Minnie down.

## HOW TO PLAY

Mickey and Minnie must look for a Star to shoot ENEMIES.  
The "Star" can be found in a Treasure Chest in a Blue Room.



## HOW TO PLAY



To get Minnie's star, you must go around.

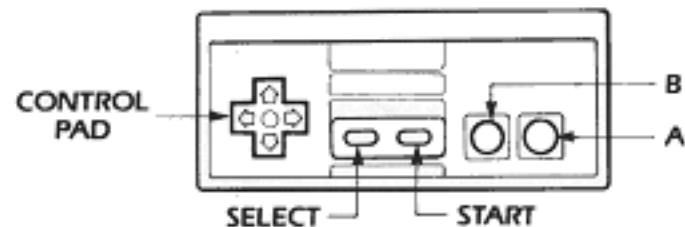
## HOW TO PLAY

To go around, you must climb up 3 Green Rooms, right to a Blue Room, right through 2 Brown Rooms, down 2 Ladders, left to Blue Room for Minnie's Star.

Now Minnie can throw stars too — good luck.

## HOW TO PLAY

### LEVEL SELECTION



During title screen, press the select button. While holding in select button, also hold control pad, then press start.

Up + Select, press Start = to the Castle

Right + Select, press Start = to the Ocean

Down + Select, press Start = to Pirate Ship

Left + Select, press Start = to the Woods

Press Reset on NES to do New Stage Select.

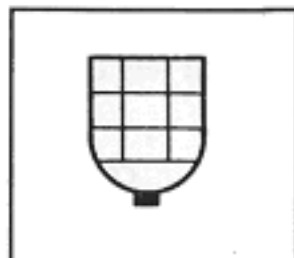
## BONUS CHARACTERS



**DIAMOND**  
destroys all  
enemies



**CAKE**  
renews strength



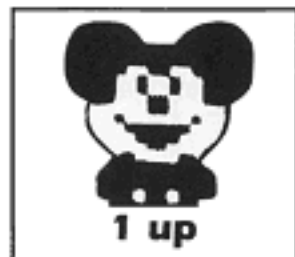
**LAMP**  
shoot at lamp to  
receive cake  
or diamonds



**GUARDIAN ANGEL**

You can use Guardian Angel to proceed through stage as fast as you can, she lasts only about 10 seconds

## BONUS CHARACTERS



Throw stars at Windows and Walls for Extra Bonus.



Touching the Key begins a Bonus stage to recover Minnie, when she is kidnapped by the Crow. To recover Minnie, you have only 1 chance to jump on the statue of your choice. If you jump on the right one, Minnie will appear. If not, try again with another Key.

**Note:** Another Key is needed to find the Wizard and to exit the Fun House.

## ENEMY CHARACTERS



**CROW**

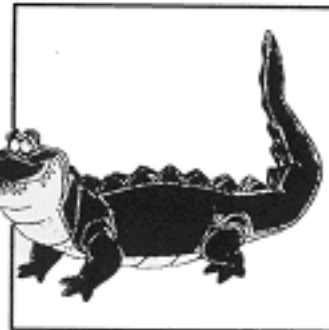
The Crow comes out from hidden spots. He steals Minnie, you must save Minnie by finding a hidden Key.

**Note:** Mickey and Minnie must go through stages together. If Minnie is gone, you must find Minnie to proceed.

## ENEMY CHARACTERS



**The WIZARD**



**CROCODILE**

## ENEMY CHARACTERS



**PEG LEG**