

THANK YOU !

You have just made a perfect choice by selecting and purchasing this quality Hudson Soft product. Thank you for choosing Disney's Beauty and the Beast. 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 CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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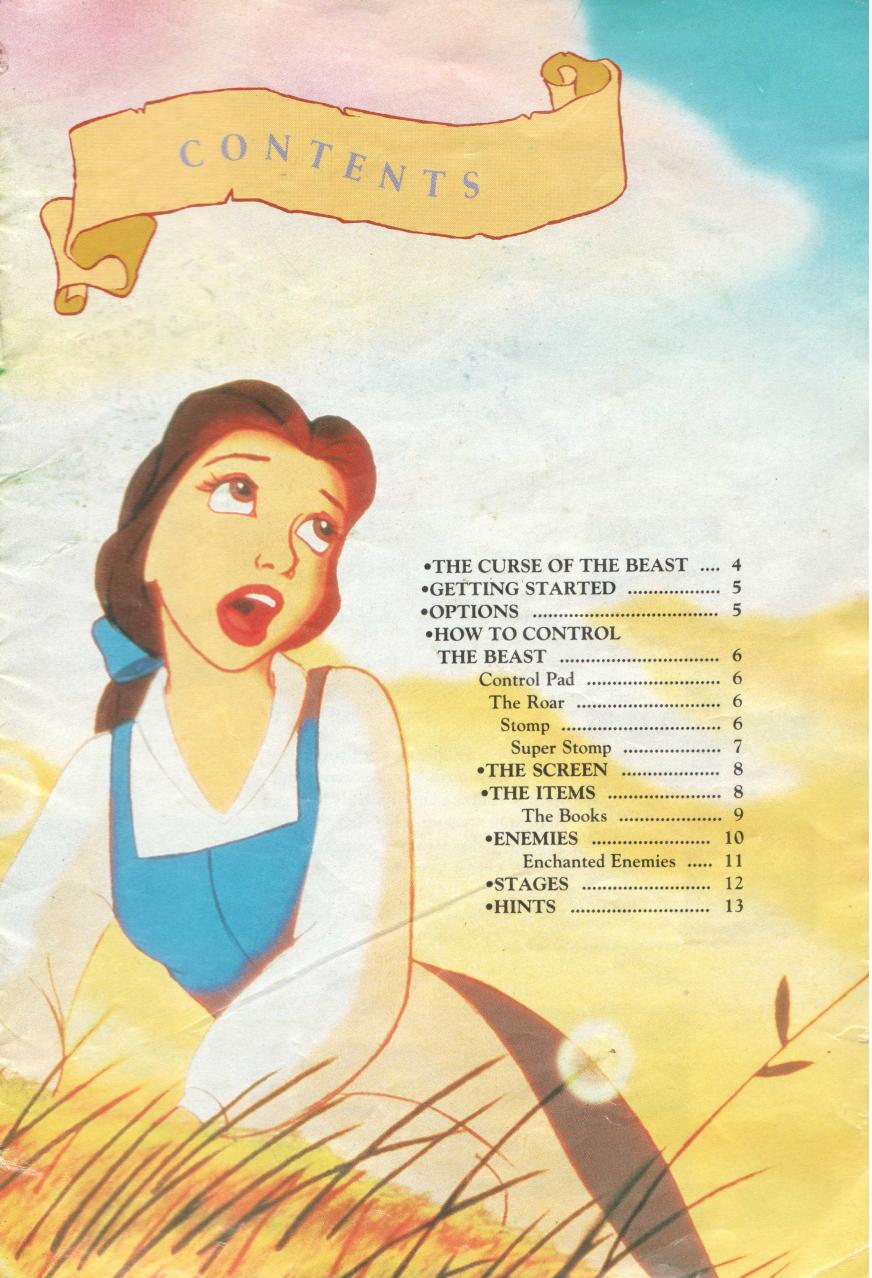


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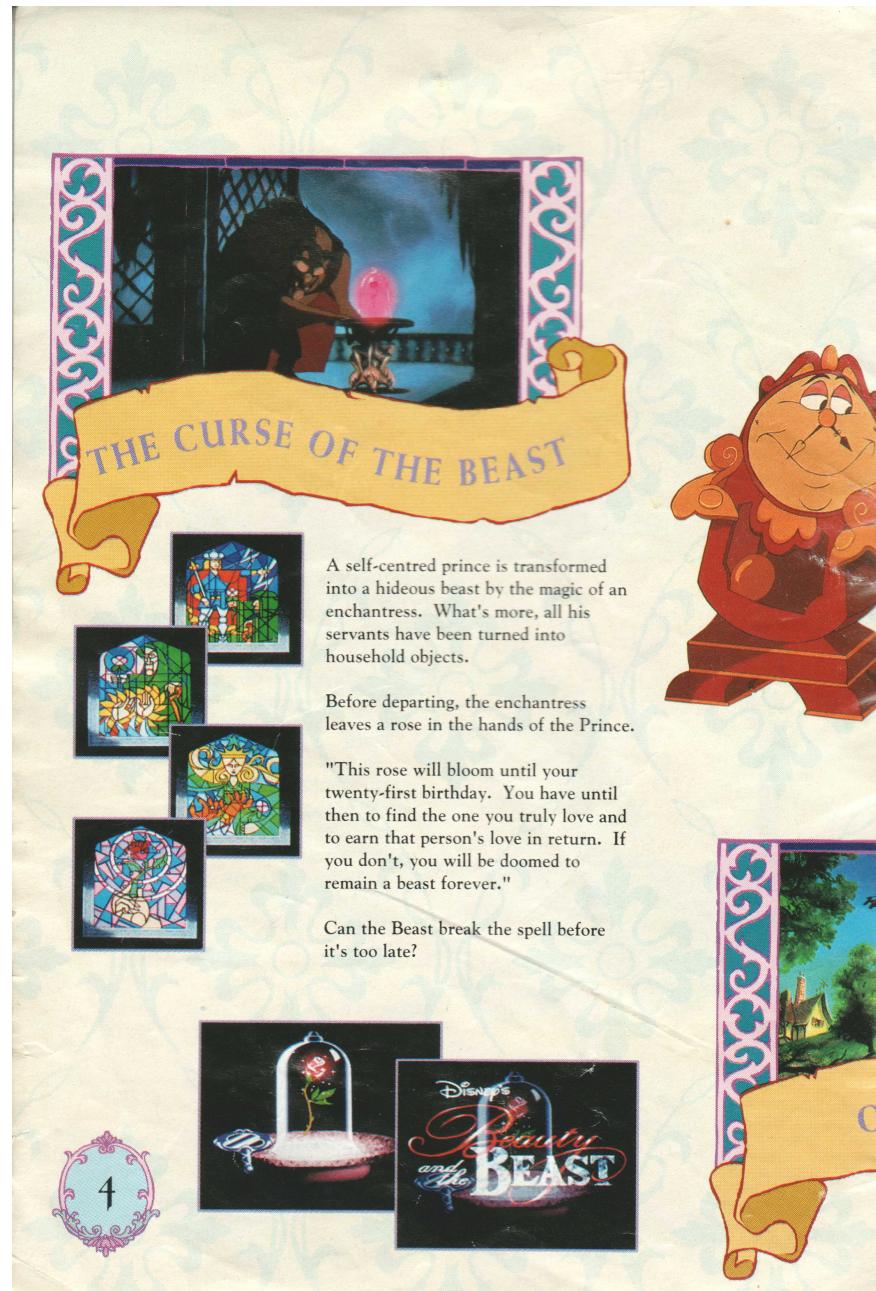


THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.



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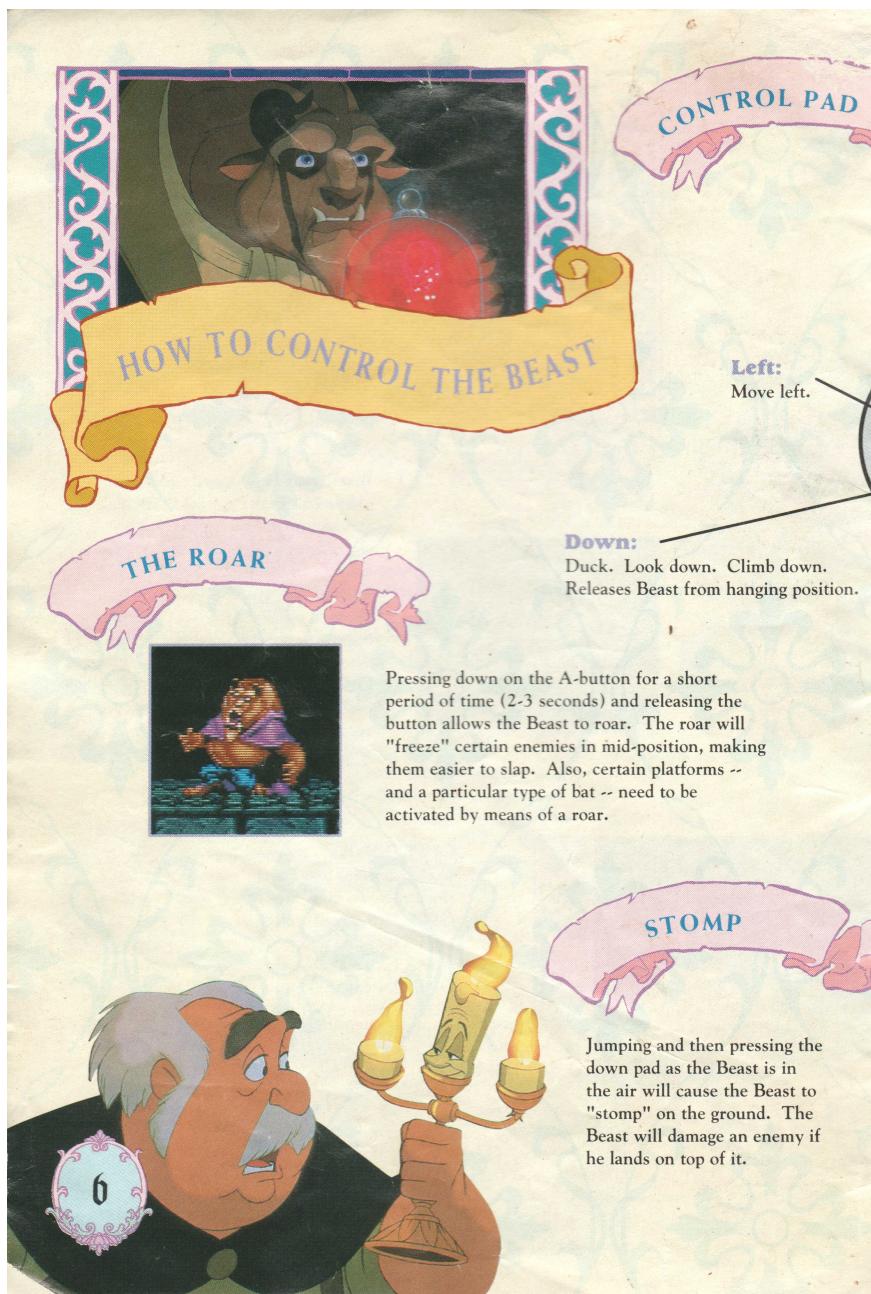
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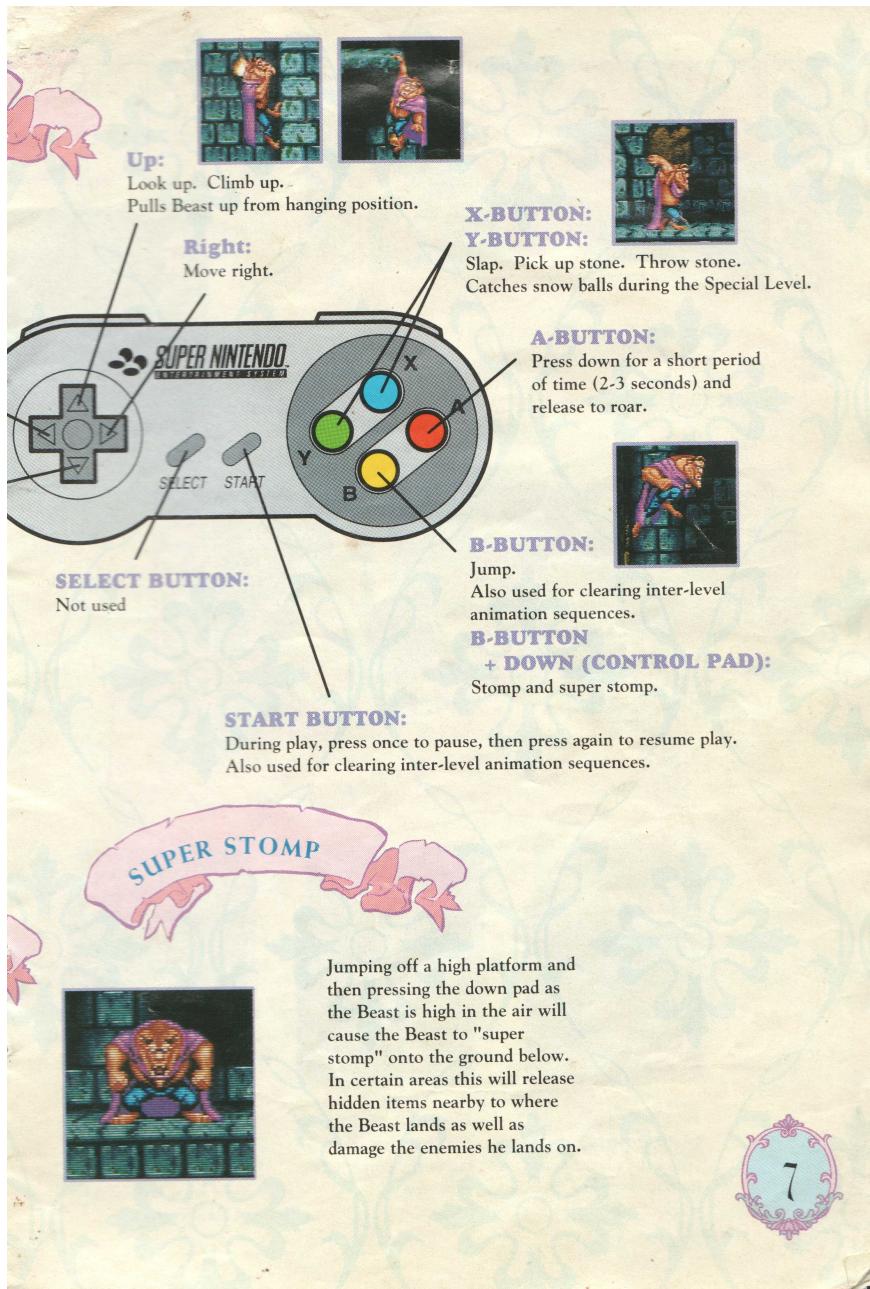


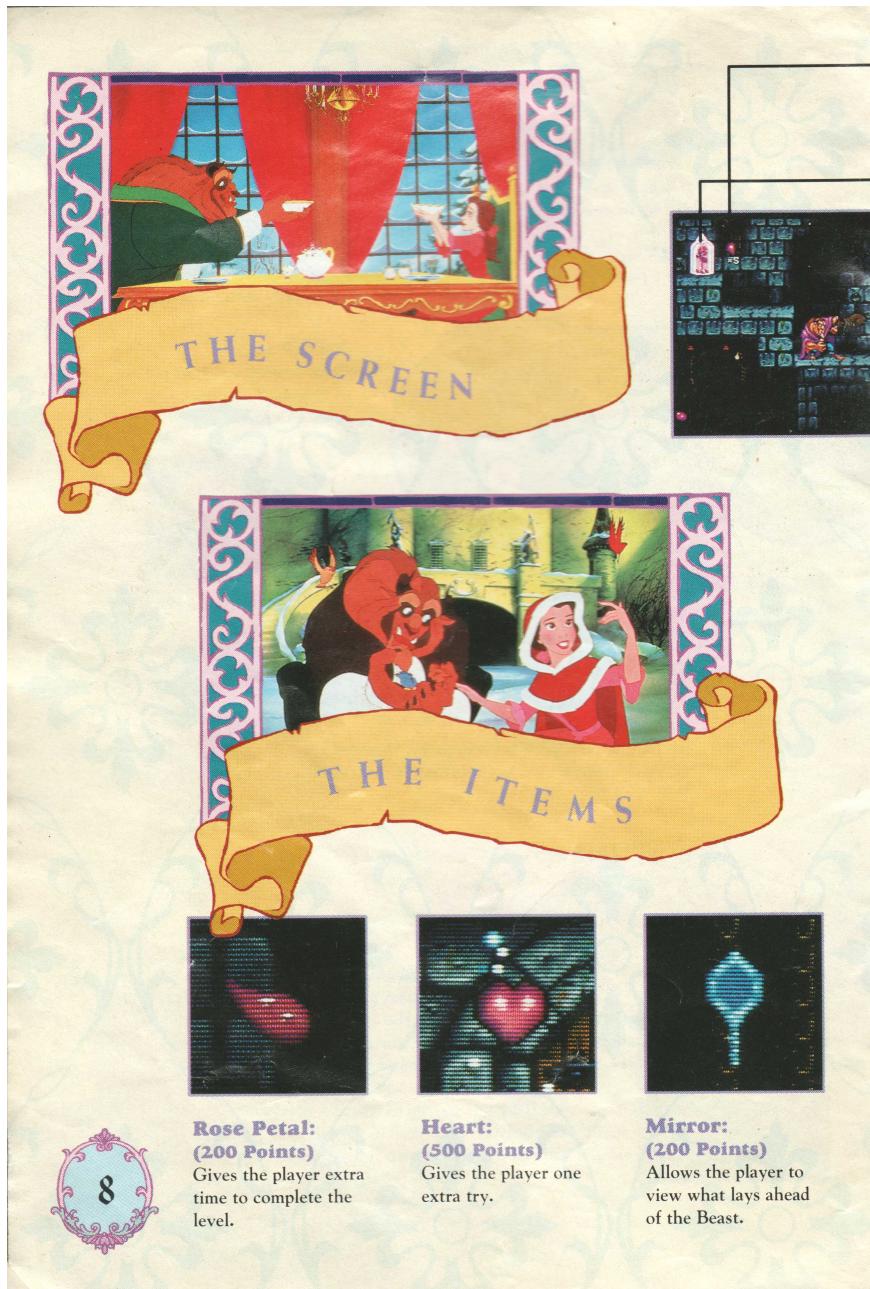


Insert your Beauty and the Beast Game Pak in the system Game Pak slot and turn the system ON. A short demo screen will appear. To skip the demo, press the START button. When the title screen appears, press the START button again. At this point, you can either select GAME START or OPTIONS by pressing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







The Heart:

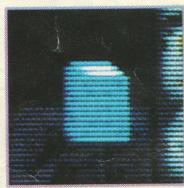
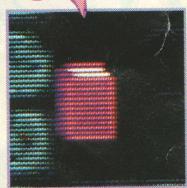
The Beast starts every game with three tries. In the upper left corner of the screen is a heart followed by an X and a number. The number indicates how many tries the Beast has left. The Heart itself is a damage meter.

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".

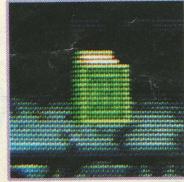
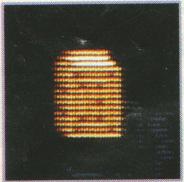


The Red Book:

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.

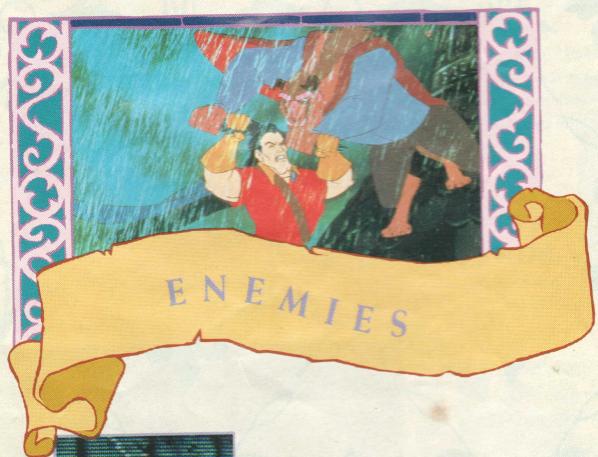
The Orange Book:

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



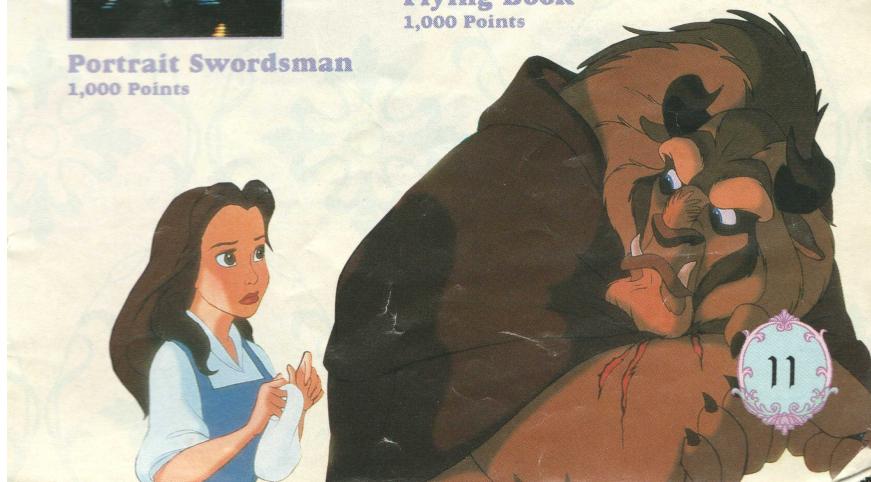
Chomping Helm
500 Points



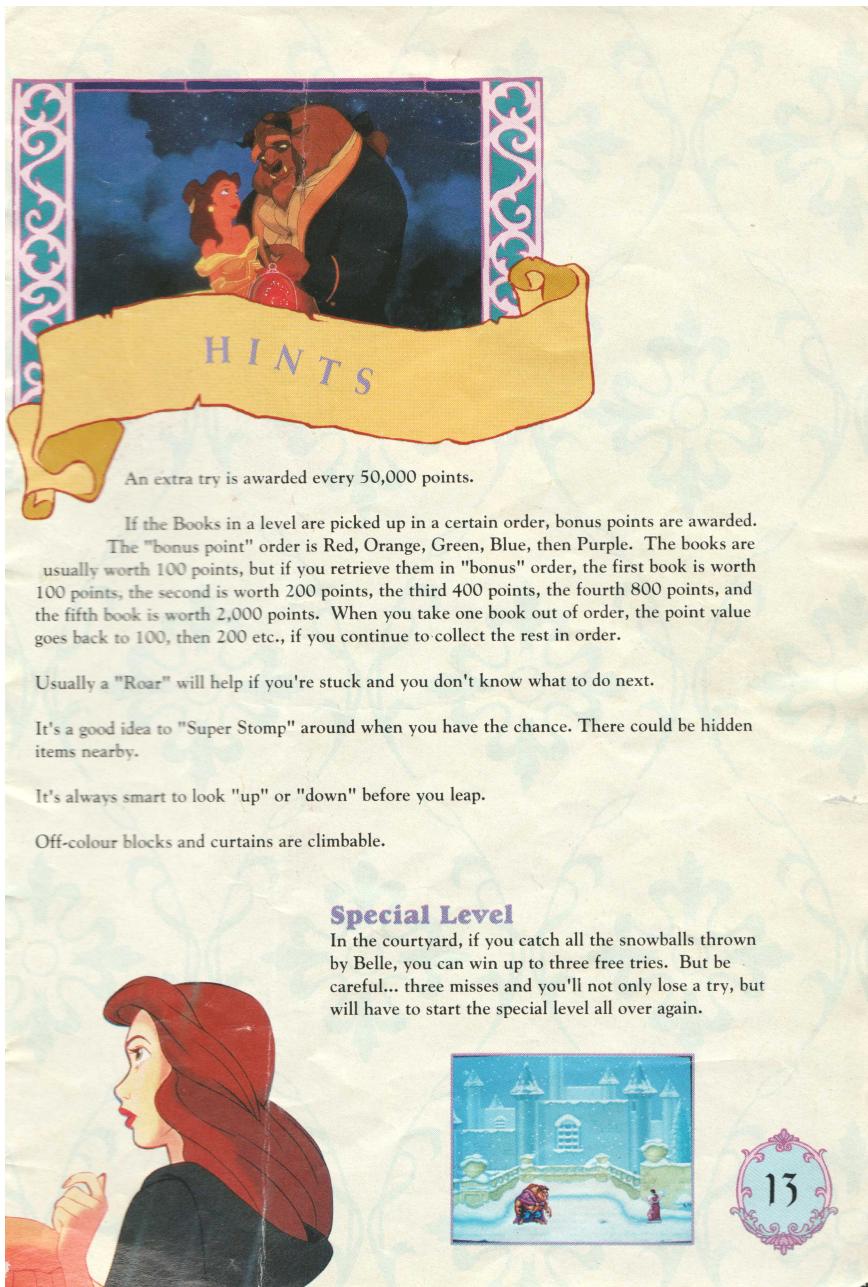
Portrait Swordsman
1,000 Points



Flying Book
1,000 Points







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Super Nintendo Entertainment System GAME PAKS

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Imported to Europe by
Virgin Interactive Entertainment (Europe) Ltd.
338a Ladbroke Grove, London, W10 5AH

PRINTED IN JAPAN