"PREMIER WORLDWIDE ARCADE GAME DESIGNER"

CAPCOM
USA

3303 Scott Blvd.
Santa Clara, CA 95054

INSTRUCTION MANUAL

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A special message from CAPCOM

Thank you for selecting The Little Mermaid, the latest addition to Capcom's library of Disney titles. Following such hits as DuckTales and Chip 'n Dale Rescue Rangers, The Little Mermaid continues the tradition of action-packed family-oriented games for the Nintendo Entertainment System.

The Little Mermaid features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Senior Vice President
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GETTING STARTED

1. Insert the The Little Mermaid Game Pak into your Nintendo console and turn it on. The title screen appears.
2. Press Start to begin the game.
3. Next, read the story screens, and press button A to go on to each new screen. (Press button A during a screen to read it faster.) At the last screen, press button A again to begin Ariel's adventures. (If you don't want to read the story, press Start to begin play right away.)
4. During play, press Start to pause the action and see the status screen. Press Start again to continue.
5. Press the Reset button on the Nintendo console to start the game over from the beginning.
BUBBLE TROUBLE

Flounder, Sebastian and Scuttle have bad news. The Evil Witch Ursula is taking over the whole ocean! To save her friends, Ariel gives up her human form, and her prince, Eric, to rush back to the foamy depths of the sea. She must stop Ursula!

But the sea has changed. Ferocious fish prowl through coral reefs. Scary ghosts and eerie eels haunt the sunken ship. Sharks and spineballs lurk, and horrible halibut fish hide in the sand, waiting to turn Ariel into fish food.

But Ariel has tricks of her own. Her bubbles snare the finny fiends and put them in a trance. Now they’re harmless! Ariel can also knock out critters with magic shells, and find sunken treasures that make her faster and stronger.

But every ocean has its special guard. At the end of each maze, frightful creatures try to end Ariel’s adventures. When she finally reaches Ursula’s gloomy undersea lair, Ariel must destroy the huge witch whose evil powers control the sea.

ARIEL’S MOVES

Swim
- Press the control pad in any direction.

Speed up
- Press button B while swimming.

Swish Ariel’s tail or hop across dry places
- Press button A.

Push a bubble or shell
- Press the control pad in the right direction, and press button A.

Jump onto a wood piling, and ice floe, or a ledge above water
- Press button A while pressing the control pad up.

See the status screen
- Press Start. Press it again to go back to the game.

Enter a warp tunnel in level 5
- Press button A.
**SEARCHING THE SEAS**

Ariel is in a sea of danger! All the playful fish and crabs have turned mean. Gulping guppies pop out at her from the gigantic sea anemones, and scowling bluefish chase her!

Swish Ariel’s tail twice to snare a fish in a bubble. Then catch the bubble by swimming up to it. The bubble will only last a few moments, but if you can push it at another fishy fiend, you can knock out that one as well. Once you snare finny critters or knock them out, they’re fish food!

Ariel has only three chances to conquer the undersea creatures and defeat Ursula. Every time a fish foe bumps her, she gets weaker. The hearts at the top left of the screen show how many bumps she can take. If Ariel loses all the hearts, her chance ends and she has to begin the sea level over.

![Hearts](image)

**THE POWER OF MAGIC THINGS**

Search the sandy bottom, coral reefs, and ledges for magic shells. Swim up to a shell to pick it up. Toss the shells at Ursula’s fiends to stop them. With good aim, you can bowl over quite a few! You may not be able to catch some creatures in your bubbles, but you can stop them with shells.

Keep your shells for as long as you can. You can swim around with them, and you may be able to pick them up again when you toss or drop them. Shells sometimes disappear, and then you’ll have to search for more.

Dig in sandy places with your tail. You may uncover buried shells, dinglehoppers (forks), snarblatts (pipes) or even hearts. Whenever you find something, pick it up. The dinglehoppers and snarblatts give you bonus points at the end of the level, and the hearts let you take extra bumps.
THE POWER OF MAGIC THINGS (cont.)

Dinglehopper
500 points

Snarfblatt
800 points

Heart
1 extra bump

Search for Ariel dolls in nooks and crannies around the sea bottom. When you can pick one up, you'll gain an extra chance to win!

1 extra chance

ARIEL'S POWERS

Look for sunken treasure chests. When you find one, knock it open with a shell. A gleaming pearl may float out, and you can take it by swimming over it. Red pearls give you more power, and make your bubbles stronger. Green pearls make your bubbles go farther. The pearls you find stay with you until you lose that chance. At the end of a level, you'll get bonus points for all the pearls you've collected.

Normal power: You can pick up shells, and it takes two swishes of your tail to snare the small fry in your bubbles.

Red pearl power: One pearl makes you able to catch most critters with one tail swish, and you can push barrels. With two pearls, you can catch even the biggest gulpers, and push small stones. When you get three red pearls, the enemies you snare sink quickly so you can grab the bubbles faster, and you can move even the largest rocks.

Green Pearl Power: Your bubbles will travel farther with each green pearl you find.
MASTERING THE SEA LEVELS

Each sea level has its special dangers. But the worst are Ursula's special guards, waiting at the end of each maze. To demolish the guards, catch smaller foes and smash them into the big guys. You'll have to be quick, because the bubbles don't last long, and the guards may dash from place to place.

It takes quite a few bubbles to turn the guards into fish sticks! But when you do, be sure to grab the magic pot that drops into the water. After you complete the level, you'll see a scoring screen that adds up your points so far.

Press button A to begin your next sea hunt. You'll learn from Flounder, Scuttle, or Sebastian what dangers lie ahead.

CHECKING UP ON ARIEL

Press Start to pause Ariel's adventures and look at the status screen. You'll see how many chances Ariel has left, her score, and how many gleaming pearls she's found. You'll also see how powerful her bubbles have become. Press Start again to return to the game.
**Sea of Coral**
Grumpy fish and creepy crawlies are on the prowl! You can't catch the starfish, but you can stop them with a swish. Dig in the sand for magic things, and watch out for sharks!

**Sunken Ship**
Boo! Spooky ghosts flit through the portholes. Find out what's under their sheets. You'll have to wait for the hermit crab to come out from hiding before you can catch them. An unfriendly octopus—and his brothers!—try to stop you with blue ink blobs. When eerie eels snarl and shock you, it's hard to escape!

**Sea of Ice**
Brr! The ice is cold and hard. You can slip right off the ice floes, and lose your shells on the slick edges. But sometimes slipping across the ice is the fastest way to go, if you don't get bumped by mean blowfish spitting fish bones. Frozen fish and icy caverns will shiver your timbers! Near the end, the walruses come out to play, but it won't be any fun for you!
UNDER THE SEA (cont.)

Undersea Volcano
Try to keep your cool in this burning, bubbling, underwater furnace. Search the sandy pockets, but watch out for what's hiding there. Lobsters have a surprise attack method— it's backwards! At the Spanish galleon, you'll need to catch the fishy cannonballs to bump off the Soldierfish.

Ursula's Castle
Warp from maze to maze to get through this gloomy haunted palace. Swim in front of a dragon tunnel and press button A to escape—or get caught in a trap! There are many ways into the sea witch's secret den, but only one way out.

FISHING TIPS

- Shells protect you, so hold onto them for as long as you can. If you toss one, try to catch it again.
- Swish your tail at schools of fish to catch more than one in your bubbles.
- Sometimes you might have to swim past a treasure chest to find a shell. Pick up the shell, and then go back to open the chest.
- Roll out the barrels, stones and rocks to smash creatures and pop open chests.
- Find extra hearts, pipes and forks by tossing shells or bubbles into undersea cracks and crannies.
- Try to get all the pearls from sunken chests. The more pearls you have at the end of a maze, the sooner you can catch small fry to throw at Ursula's guards, and the farther your bubbles will go.
- In Ursula's Castle, the dragon's eyes will shine when you're in front of the right tunnel.
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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

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