GAME BOY® ADVANCE

AGB-BZRE-USA

WALT DISNEY PICTURES PRESENTS

ENCHANTED

Once Upon Andalasia

INSTRUCTION BOOKLET

DISNEY

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

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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EVERYONE

CONTENT RATED BY ESRB

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GETTING STARTED

1. Make sure the POWER switch is **OFF**.
2. Insert *Walt Disney Presents Enchanted: Once Upon Andalasia* Game Pak in the Game Boy® Advance slot.
3. Turn the POWER switch **ON**.

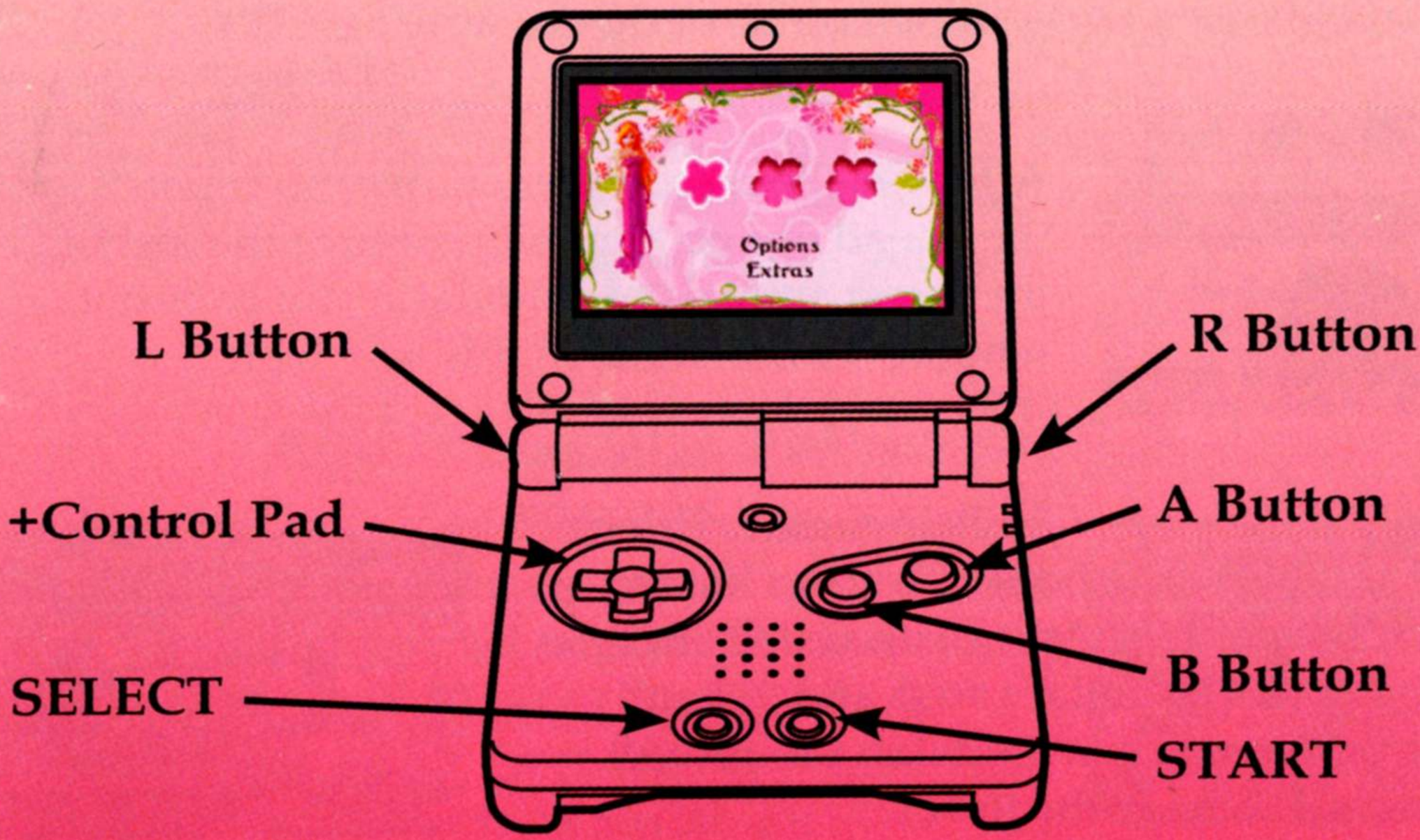
NOTE: Enchanted: Once Upon Andalasia *Game Pak is designed for the Game Boy Advance system.*

Main Menu

Select your preferred language and press **START** to proceed to the Main Menu. From the Main Menu, select Options to turn music and sound effects on and off, change the game language or see the credits. Press the **A Button** to load a new game.

Press **START** during gameplay to access the Pause menu. In the Extras menu you can view the pictures you've unlocked by finding secret tokens.

CONTROLS


Options
Extras
L Button
R Button
+Control Pad
A Button
B Button
SELECT
START

ONCE UPON ANDALASIA

Giselle tells of a time in Andalasia when mischievous sprites took over the forest and cast a wicked spell on all of the friendly animals.

After Giselle rescues her chipmunk friend, Pip, they head out on a mission to save the rest of the forest animals of Andalasia and confront whomever is behind all this mischief!

While telling the story, Giselle imagines Prince Edward and his white horse, Destiny, having their own adventures. As it turns out, Prince Edward pursues a similar cause and valiantly chases down enemies of Andalasia to protect the young maidens of the forest.

TUTORIAL

Need some help figuring out how to deal with the beasts of the forest, or just getting through Andalasia?

- If you get stuck doing an action for the first time, wait 10 seconds and you will receive a tip to help you through.
- You will only receive a hint if you wait to make a move.

GENERAL GAMEPLAY

Enchanted: Once Upon Andalasia alternates between playing as Giselle and Edward. Sneak through the forest as Giselle, and defeat enemies as Edward.

- Exercise problem solving in Giselle's nine unique levels.
- Chase down monsters on horseback in Edward's three action-packed levels.

GISELLE'S GAMEPLAY

Giselle uses her keen abilities to avoid conflict and get rid of her enemies. She's a good climber, and finds ways to elude her enemies without fighting.

Collect musical notes as you move through the forest. At first, Giselle is only able to carry 10 musical notes at once, but as she progresses through the game, she gets to carry more.

Freeing all of the forest animals from their beast form in a single level awards five bouquets that can be used to unlock picture puzzles. These puzzles are available in the Extras menu.

Giselle's Controls

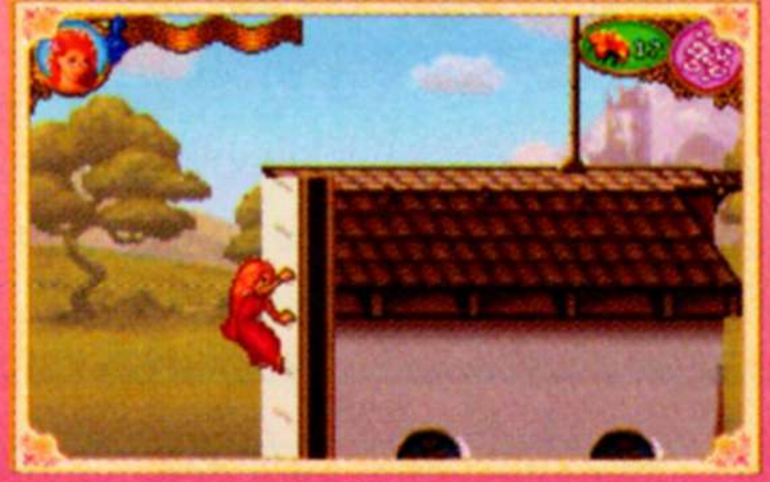
+Control Pad ←→	Run left or right
+Control Pad ↓	Crouch (can still move left or right)
+Control Pad ↑	Look up
B Button	Jump
+Control Pad ↑	Climb a ledge while hanging
+Control Pad ↓	Drop from a ledge or carefully climb down
+Control Pad ↓ and A Button	Put rock down (when carrying a rock)
A Button	Pick up, move or drop an object/Sing selected song
L Button	Pull up song list
R Button	Switch control to Pip

Giselle's Controls

After Freeing the Gecko

+Control Pad ↑↓	Climb some walls
+Control Pad ←→	Move across a ledge

*Use the **A Button** to pick up items*



Giselle will automatically grab hold of a ledge while jumping.

ENVIRONMENT

Giselle uses objects scattered throughout Andalasia to get rid of enemies and move around them without being harmed.

Trap Door

Trick enemies into standing on the trap door, then push the pressure plate to get them out of your way!

Treadmill

Clear some space! The treadmill is used to move items and obstacles out of your way. Flip a switch to start the treadmill.

Locked Door & Key

A locked door can be unlocked with a key that either Giselle can carry or Pip can push or pull to allow Giselle to access it. Be sure and grab all the keys you see!

Pressure Plates

Use pressure plates on the ground to turn traps on and off.

Background Doors

Press the **+Control Pad ↑** to access alternate paths, allowing you to sneak away!

Rocks

Put rocks on trapdoors or treadmills and use them to knock out enemies.

Honeycomb

Someone's got a sweet tooth! Chuck a big, honey-soaked piece of honeycomb in front of a hungry troll. He'll stop everything to get the sweet treat!

Slowly Closing Door

Giselle can open a slowly closing door with a switch and race to get through before it closes.

Place an object on the switch to keep the door open.

Pendulum

Pendulums swing and bump anything in their way.

Use different parts of the environment in combinations for exciting effects.

PIP

Special Ability

Flower Petals

Switch back and forth between Giselle and Pip using the ***R Button****.*

Pip spends most of his time at Giselle's side. But he's more than just a furry little friend. His small size can help Giselle through some tough spots!

Pip can jump, double-jump and climb on walls and through small passages! He can flip switches, and even move heavy keys.

Pip can help Giselle by attracting the attention of enemies.

Usually Giselle's enemies won't bother attacking Pip since he's so small, but he can get their attention by calling them names. He won't be attacked, while Giselle sneaks past. It's good having a friend like Pip!

Pip's Controls

+Control Pad ←→	Run left or right
+Control Pad ↑↓	Climb some walls
+Control Pad ↑	Look up
B Button	Jump (press again to double jump)
A Button	Push and pull objects/Distract enemies
R Button	Switch control to Giselle
L Button	Return to Giselle

GISELLE'S SONGS

Giselle's good deeds pay off! Animals she rescues teach her new songs that give her new special abilities.

Musical notes create powerful songs. Collect musical notes at every chance! Giselle can use her songs to transform fallen enemies back into friendly animals.

Make Giselle sing a magical song to beckon a friendly animal!

GISELLE'S SPECIAL ABILITIES

As Giselle makes her way through Andalasia, she learns new tricks to get around her enemies and avoid getting hurt.

Once Giselle has unlocked her special abilities, she can activate them at any time by using the musical notes.

Slow Fall

To fall without getting hurt, Giselle calls on little birds who hold the ends of her dress, letting her float down through the air, touching softly down on the ground.

Porcupine

Giselle is able to summon a porcupine to sit between her and her enemies, protecting her from their harm. When an enemy steps on the porcupine, it raises its sharp quills and knocks the monster out.

Giselle won't be hurt by her porcupine friend, but she still needs to watch out for evil porcupines.

Advanced Wall Climbing

Giselle learns to climb like a lizard! A gecko she frees teaches her how to climb with the best of them. Rough walls are easiest to climb!

Digging Through Walls

Giselle learns a song she can use to call a friendly stoat to dig a hole through a wall for her. Only certain rough walls can be dug through. A stoat can also dig through certain floor types.

Bouncy Platform

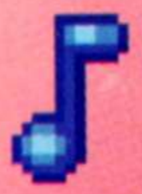
Giselle can call her spider friend to spin a web that she can jump on like a trampoline! Thanks to her eight-legged buddy, Giselle is able to jump twice as high as usual using a bouncy platform!

Attracting Enemies

Giselle frees a skunk who teaches her a song that attracts enemies. Giselle can use this song to trick her enemies into a trap.

COLLECTIBLES

Musical Notes



To sing songs and to use some of Giselle's special abilities, you must collect musical notes throughout the journey. The power meter decreases each time you use these abilities.

At first, Giselle can only carry enough musical notes to use one special ability at a time. Some animals she rescues give her the ability to carry more musical notes and use more than one power at a time.

Collect musical notes to power-up songs.

Butterfly Cloud

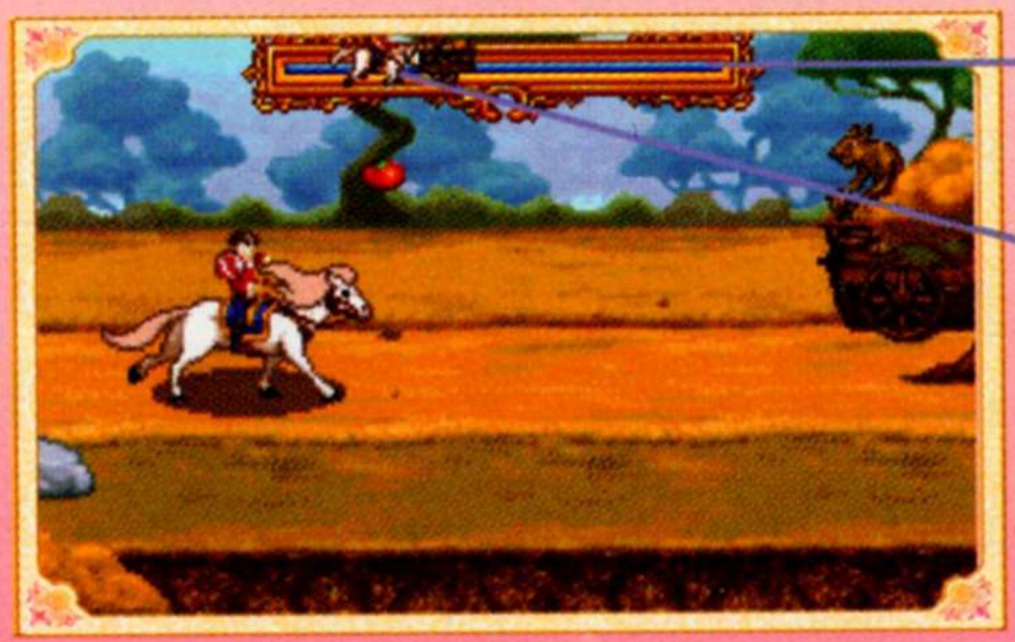
Nothing can hurt Giselle when she makes contact with a butterfly cloud. Butterflies fly around Giselle, protecting her for 15 seconds.

Flower Bouquets

Stop and smell the flowers! 100 flower bouquets are hidden throughout the world!

Finding four bouquets unlocks a picture puzzle that can be accessed from the Extras menu.

EDWARD'S GAMEPLAY



Edward and his horse, Destiny, set out to rescue the kidnapped maidens of Andalasia. Edward treks through the forest, hunting down monsters on the run.

Edward must dodge the obstacles that monsters throw in his path. Hitting an obstacle slows Edward down, but if he can keep up with the kidnapping baddie, he can rescue the maiden.

Keep on eye on the timer. Going too slow or hitting too many obstacles will allow the monster to escape!

Edward's Controls

+Control Pad ↑↓	Move up and down the path
B Button	Jump
R Button	Dash (Cannot jump while dashing)
A Button	Duck

Steal a chance to sneak by a troll and a goblin berserker while they're attacking each other!

ENEMIES

Mischievous enemies can be found throughout the forest. Some are smart, others are not-so-smart, but they're all after Giselle!

Smart Ones

Goblin Guards

Goblin guards are small, green, mean creatures who attack.

Troll Guards

Troll guards are bigger and faster than goblin guards.

Goblin Berserker

Goblin berserkers dislike trolls and will ignore Giselle if a troll is in sight. A goblin berserker may be easy to get past when there's a troll around, but he can cause some serious problems otherwise!

Hungry Troll

Watch out for this big, mean troll. He's hefty and hungry!

Giselle's song can turn a hungry troll back into an animal after he has eaten the honeycomb and fallen asleep.

Pip is no match for the hungry troll! This enemy cannot be distracted by Pip and will head straight for Giselle.

A honeycomb will get this hungry troll's attention! The hungry troll will stop anything he's doing to eat some honey.

Not-So-Smart Ones

Bats

Bats fly around quickly, making them hard to dodge.

Crows

Watch out! Crows swoop low to attack. Duck or jump!

Evil Porcupines

Evil porcupines sit motionless until you get close. They don't look so friendly when they raise their quills and attack!

LOCATIONS

The Lush Andalasian Forest

The beautiful forest where Giselle lives.

A Nearby Farmer's Village

The farmer's village is located in the Meadow of Joy.

Andalasian Castle

Edward's castle is grand enough for a fairy tale princess.

SAVING THE GAME

The game is automatically saved at the start of each level. You can have up to three saved games at any one time. Load a saved game from the Load Game menu from the Main menu.

This icon indicates your progress is being saved. When this icon appears, do not remove your Game Pak or turn off your Game Boy® Advance.

WEBSITE

For more information about the game, go to **EnchantedGame.com**.

NOTES

NOTES

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E
Mild Cartoon Violence
ESRB CONTENT RATING
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Walt Disney Pictures Presents

Enchanted

Once Upon Andalasia

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