

Sabrina[®]

THE ANIMATED SERIES

ZAPPED!



**ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.**

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PRODUCT

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Introduction

Sabrina and her cat Salem have entered a schoolwide variety show. But when Sabrina gets a case of stage fright, Salem suggests that Sabrina uses a spell from her bag of tricks to make the crowd go wild. But like most of Sabrina's spells, this one backfires! Instead of making the crowd cheer, the spell turns them really wild - as in animals!



Now Sabrina must rely on her unpredictable magic to zap everyone back to normal before it's too late!

Getting Started

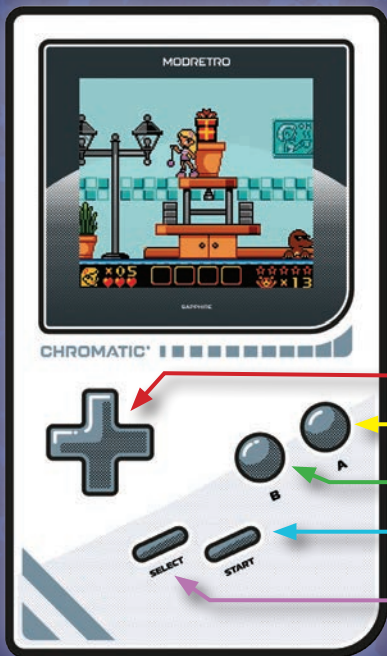
1. Make sure that the **POWER** switch on your ModRetro Chromatic: is in the Off position. Never insert or remove a cartridge while the **POWER** switch is in the **On** position.

2. Insert the Sabrina, **The Animated Series™: Zapped!** cartridge into the slot at the back of the ModRetro Chromatic: Make sure the cartridge is securely in place by pressing it firmly into the slot.

3. Turn the **POWER** switch to the **On** position.

You should see the ModRetro logo appear.
(If you don't, begin again at step 1.)





Basic Controls

Control Pad Down - No function.

Control Pad Up - No function.

Control Pad Left/Right - Move the character left or right. You can also make the character run by pressing Left or Right while holding the B Button.

A Button - Jump Up: The longer you hold down the A Button, the higher the jump.

B Button - Zap with Sabrina, Tail Whip with Salem.

Start - Pause/Resume.

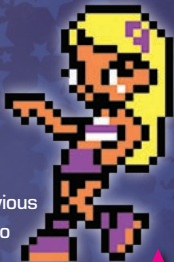
Select - Switch between controlling Sabrina or Salem (once Salem's been found).

Main Menu

Use the Up/Down on the Control Pad to choose between these two options:

New Game - Begin a new game.

Password - Enter a password from a previous game Once you've chosen one of these two options, press **START**.

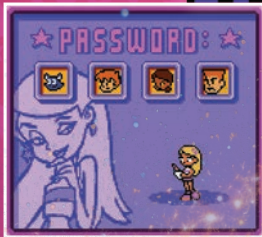


Password Screen

When you complete a level, you will receive a password. It's a good idea to write down your password! If you enter it the next time you play, you can continue where you left off.

If you would like to enter your password, choose the **PASSWORD** option on the Main Menu Screen and press **START**.

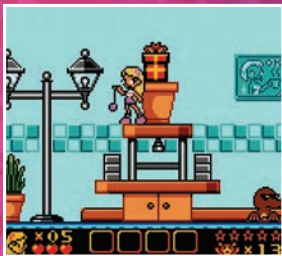
Use the Control Pad to fill in the blank spaces, the **Down Arrow** to choose different symbols, and **Left** and **Right** arrows to move the highlighted area to the place where the symbol will be inserted. When the correct symbol appears, press the **A Button** to insert it. When all four blank spaces have been filled in, press **START**. If the password was entered correctly, you will continue from that level. If you get an error, the password was not correctly entered! Make sure that the symbols are correct, and try again.



Game Screen

Along the bottom of the screen you can see information that will help you complete each level.

Animals - Shows how many animals need to be transformed in the level.



Spells - Shows which spells you currently have. Once you find a spell, it will appear in this window.

Power Stars - Shows how many Power Stars have been collected. When all 5 stars have been found, this area will flash. Sabrina can zap animals without stunning them now!

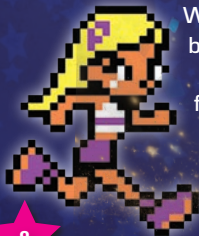
Health Hearts - Shows how much punishment Sabrina and Salem can take before their turn is over.

Lives Remaining - Shows the number of turns left before the game is over.



The Goal

Throughout each level, Sabrina will need to look for her transformed classmates, daze them momentarily by bouncing on their heads, and then zap them back into happy children. Sabrina can also zap open presents containing Salem, Health Hearts, 1Ups (extra lives), or Power Stars. If Sabrina finds five Power Stars on any level, she can transform her classmates in that level without having to bounce on them.



When all the animals in a level have been transformed back into humans, Sabrina will need to find the exit door!

Help From Salem



Sabrina will need all the help she can get, and that's where Salem comes in! Sabrina will have to look for him first, but once he's found, Salem will wait until he can join the search.

By pressing **SELECT**, you can swap between Sabrina and Salem. Although Salem can't transform Sabrina's friends, he runs much faster and fits into areas too small for Sabrina.

He can also use his tail to whip away Kitty Blocks that block Sabrina's path. Be warned!

Salem is too small to bounce off those pesky animals, so steer clear of them!



Note: You can swap unlimited times during the level, but you must complete the level as Sabrina. When the next level begins, Salem must be found again.

Spells

Sabrina and Salem will find magic spells for use in their explorations.

Each world will introduce a new spell, though Sabrina is the only one who can use them. Additionally, once a spell is found, it can be used for the rest of that level only. Here are the spells in the order they appear:



Hover Jump Spell - Press the A Button while airborne to perform multiple jumps in midair.



Crush Spell - Press Down on the Control Pad while in the air to smash the Cracked Blocks apart.



Bubble Spell - Press the A Button and Up on the Control Pad to travel upward in a bubble. Press and hold the left and Right arrows to move the bubble slightly.



Teleport Spell - Press Sabrina against the Warp Blocks with arrows to make her warp through.



Worlds

Sabrina will explore four different worlds, each containing four sub-levels.

School

In the School, Sabrina will climb lockers, crawl through pits in the basement and jump around the gym, all while keeping an eye out for snakes, kangaroos, spiders and monkeys.



Beach Festival

The Beach Festival has lots to explore: food stands, boardwalks, crates and barrels. Sabrina will have to keep her eyes open if she's going to find her friends - they've been changed into crabs, pelicans, fish and seals.



Town Center Mall

At the mall, Sabrina will ride escalators, float up elevator shafts and explore food stands. But she'll also need to locate her friends; they've been changed into bees, moles, raccoons and chameleons.



City Zoo

The ZOO's crawling with animals, but some of them are Sabrina's friends! As she explores the cages, habitats, and jungle gyms, Sabrina must keep her eyes peeled for rhinos, bats, pandas and armadillos.



Game over

When Sabrina and Salem have lost all of their lives, the game is over. You may press Up/Down on the Control Pad to choose between the following options:

Continue: Press **START** to start over at the beginning of the current level.

Quit: Ends the game.



Notes

[illegible]

Notes

[illegible]

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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