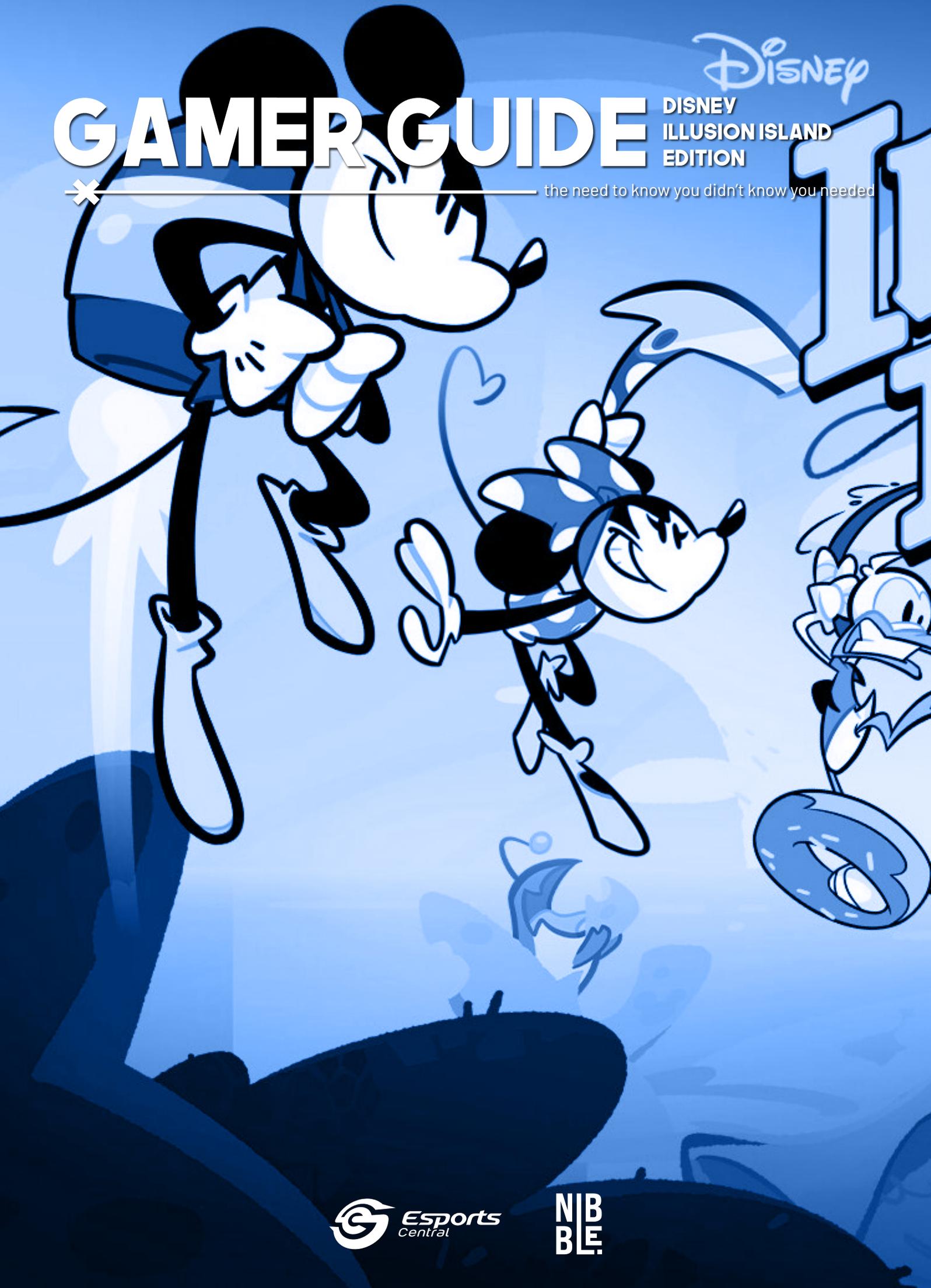


Disney

GAMER GUIDE

DISNEY
ILLUSION ISLAND
EDITION

the need to know you didn't know you needed



WHAT IS IT?



Disney Illusion Island is a 2D side-scrolling platformer developed by Dala Studios and published by Disney Electronic Content exclusively for the Nintendo Switch. Its release in July 2023 brought forth a game that carries the legacy of Mickey Mouse's classic adventures and draws from the enchantment of Rayman Legends. With a Metroidvania-like structure, the game offers a blend of nostalgia and contemporary gameplay.



The game features beloved Disney characters Mickey Mouse, Minnie Mouse, Donald Duck, and Goofy. With captivating visuals and cooperative play, it quickly became a cherished title for Nintendo Switch owners of all ages, bringing Disney magic to life in an engaging and enchanting way.

BREAKDOWN THE BASICS

Just like many other 2D platformers, Disney Illusion Island throws in a bunch of unlockable abilities that let you get to new areas and tackle fresh challenges. There are three different biomes, each with its own set of enemies and characters to meet along the way.

* Mechanics +



Multiplayer

Up to four players can enjoy the multiplayer experience simultaneously on the same console. Activating multiplayer before starting your gameplay is a quick process. Fortunately, you encounter mailbox checkpoints quite frequently, so there's minimal waiting time if you need to add players once you've already started.

It's worth noting that single Joy-Con play is supported, meaning you don't require additional controllers for two-player mode. By detaching both Joy-Cons from your Nintendo Switch, you can use them sideways as individual controllers. Keep in mind that online co-op play is not available, making the experience dependent on the number of physical controllers you have. Once your controllers are set, select your character and set the difficulty based on your heart count. Then, you're ready to dive into the captivating world of Monoth!

Difficulty Settings

This platformer is designed for easy-going fun and, while the game doesn't explicitly reveal it, the most significant difficulty option at players' disposal is invincibility. Opting for "Hard" mode gives you a solitary starting heart, allowing just one hit before a game-over and restarting from the latest checkpoint. On the other hand, "Easy" mode provides you with three hearts to start with. But there is an elusive single, unbreakable heart which is rumoured to make you invincible.



Abilities

Initially, all playable characters possess a basic jump. As time goes on a purple alligator named Mazzy comes into play, rewarding each character with gadgets to navigate the island.

- **Boost Jump:** Pressing B at the peak of your jump essentially grants you a double jump. Note that hitting a wall, taking damage, or bouncing off objects in the environment will reset the cooldown.
- **Wall Jump:** The Wall Jump allows you to grip and rebound off vertical surfaces. Your character clings to the wall and gradually descends if you don't jump. This feature proves useful for controlling your descent.
- **Ground Pound:** While in the air, press Y and Down to smash downward. Any horizontal bar obstructing a path with blue-white cracks can be smashed using this ability. It's also handy for descending faster than normal. Don't use it on foes however, despite the name it is not an attack and you will take damage.

- **Swing:** An upside-down rainbow signifies the swing zone, with the central point at the top. If your character is within this rainbow area, pressing Y makes them grasp the central point and swing in the direction they're facing. Holding the button makes the character sway back and forth, negating the need to let go to change direction.
- **Glide:** The most dynamic skill, Glide primarily utilises upward jet streams for swift ascents. You keep some of that upward momentum upon leaving the stream's path. Activating Glide outside a jet stream slows your descent, letting you drift left or right without plummeting rapidly.
- **Deep Dive:** Basically swimming, Deep Dive permits you to plunge into the water scattered across biomes. It's useful for swiftly reaching hidden spots, but in later sections, you'll need it for more extended swims.
- **Deep Dive Ram:** The Moon Juice seas' equivalent of Ground Pound, Deep Dive Ram smashes obstacle bars blocking your way in any direction. These barriers resemble destructible Ground Pound bars.





Ability unlocked!

WALL JUMP



Jump onto a wall to cling, then jump again for more height!



Environment

Apart from the combat and platforming aspects, in terms of the island itself, the game offers a considerable amount of diversity in the locations you'll navigate and explore. Monoth Island boasts a total of three distinct main biomes.



Biomes

Pavonia: Where Botany Blooms

Pavonia is all about that lush green life, with amazing plants and critters. The story goes that a giant peacock called "The Highness" has its wings spread over the whole biome, bringing good vibes and plenty of prosperity. Everyone in Pavonia is just vibing and trying to keep The Highness happy. Terrarium Town is the place to be here. You have designers, scholars, and folks digging into the biome's secrets, all living their best lives.

Gizmpolis: The Mechanics' Hub

Gizmpolis is like a junkyard brought to life - crazy gadgets everywhere. People here live their lives to the fullest, even if the city's a bit of a fixer-upper. Since most folks moved here to avoid a 9-to-5, city maintenance isn't exactly a top priority. There's a gap between the gearheads and the non-mechanized crowd. Non-mech folks see robots as tools, while the bots think humans need a bit more zest.

Astrono: Stardust and Chill

Astrono's got that cosmic vibe on Monoth's Eastern coast. Gravity's been playing with the stars and moons, pulling them closer. The result? A magical explosion that birthed Moon Juice, creating floating pools and a dreamy "Sky Below" ocean.

Astrono's got fantastic characters like the Mayor of Crater's Bay, who's usually hanging out at the Town Center. People flock here to join the Moon Juice craze, it's like a whole new industry.



TIPS & TRICKS



The walls have secrets

Before you know it, you'll stumble upon a wall that seems normal but ends up being a secret gateway to another room. These surprises can pop up just about anywhere, and their sizes range from tiny nooks to full-blown chambers. They often come with tricky platforming bits and cool rewards like Tokun cards. Want a clue? Look for a little rounded chip on the wall – that's your ticket.

Health pack hack

Those health packs might seem enticing to grab for that little jump boost they offer. But considering the frequent backtracking in Disney Illusion Island, it's wiser to hang onto them until you truly need a health boost.

Switch it up

As the game progresses and your health pool increases, it's not ideal to face tricky situations with just one heart left. Here's a neat trick: find a mailbox, let it auto-save, then exit to the main menu. Re-enter the game, choose a character, and voila – you're back with full health. Whenever you spot a mailbox and you're not at your health peak, give this trick a whirl to keep your hearts topped up.



CONCLUSION

Disney Illusion Island nails the combo of art and gameplay. The delightful animations don't overshadow the fact that character movement is finely tuned and responsive, meeting the expectations of a quality platformer. It captures that old-school Mickey Mouse cartoon vibe while serving up gameplay that's a blast for everyone.