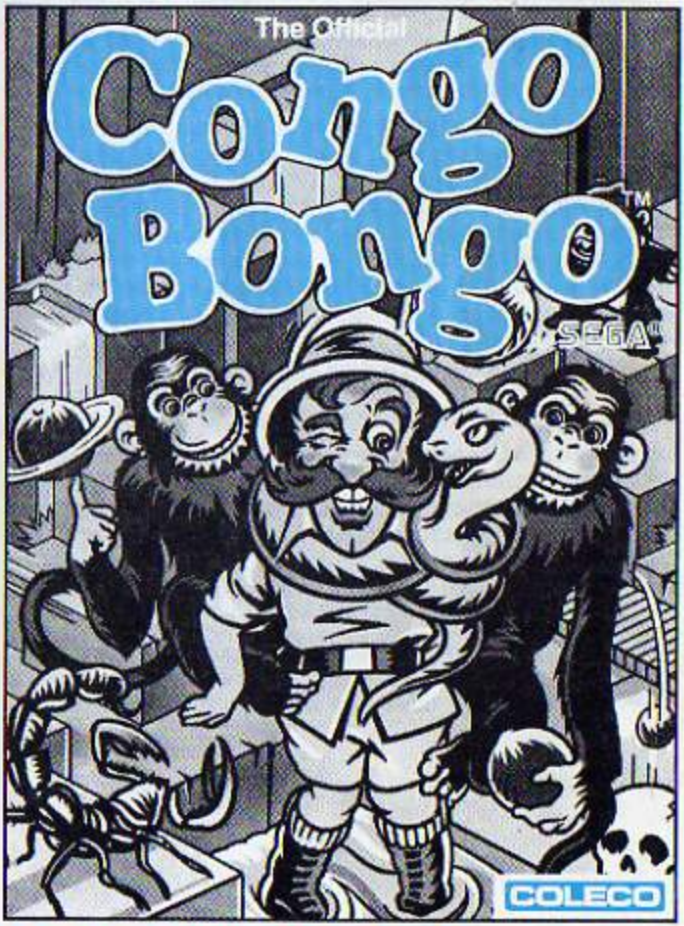
FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 014414

CARTRIDGE INSTRUCTIONS

No. 2669



- Select from four Skill Levels
- For One or Two Players

GAME DESCRIPTION

There's trouble in the jungle! Safari Sam, a fearless explorer, seems to have met his match in Bongo, a shrewd ape. Bongo's favorite pastime is trying to bonk Sam with coconuts, and our hero is mad! While Bongo is getting his kicks, Sam tries to get in his licks as he mounts an expedition for revenge!

Sam's first encounter with Bongo is at Waterfall Pass. Here, the coconut-flinger is at the top of a series of dangerous cliffs. Sam's got to climb these cliffs, cross a rickety bridge and jump a treacherous chasm to put a stop to this nonsense! There's plenty of monkeying around as clever chimps try to slow Sam's progress. He's got to jump hard to shake them off! When Sam reaches Bongo, that wily ape takes off for another part of the jungle: Rhino Ridge. At Rhino Ridge, Sam is confronted with ferocious charging rhinos. The only way he can avoid them is by jumping over them or ducking into mole holes. When at last he climbs to Bongo's retreat, Bongo makes tracks for Lazy Lagoon.

Lazy Lagoon is Bongo's last defense. Sam's work is cut out for him; in order to reach Bongo, he's got to cross the Lagoon by any means available. He must hopscotch his way across, jumping to and from lily pads, small islands, diving hippos and biting fish. When he reaches the opposite bank, there are more charging rhinos to be avoided. If Sam can make it to Bongo this time, the playful ape gets his just desserts!

There's danger and adventure aplenty for spunky Sam, and loads of laughs for you as you help him make his way through CONGO BONGO™, the jungle adventure with charm and challenge!

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game
Use the Port 1 Controller.

Two-Player Game (Alternating Players)
Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until the player's Safari Sam has been eliminated.

Choose your challenge.

Press the Reset Button. The Title Screen for Congo Bongo will appear on your TV. Wait for the Game Option Screen to appear. It contains a list of eight game options.

Skill 1 (Game Options 1 and 5) is the easiest, just right for a beginning expedition.

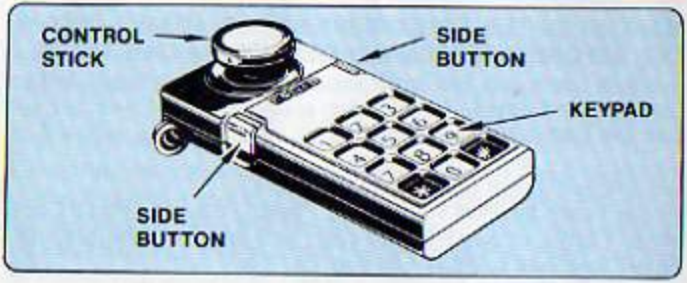
Skill 2 (Game Options 2 and 6) is somewhat harder, with heightened hazards and more mischievous monkeys.

Skill 3 (Game Options 3 and 7) plays at the difficulty and timing of an arcade machine—ideal for advanced adventurers.

Skill 4 (Game Options 4 and 8) is a safari for the skillful! It's a challenging contest, tougher than an arcade machine.

Select a game option by pressing the corresponding number on your Controller Keypad.

USING YOUR CONTROLS



1. **Control Stick:** Move the Control Stick left, right, up or down to make Safari Sam move in the selected direction.

   To have Sam make a running jump, push the Control Stick in the selected direction, and at the same time, press either Side Button.

   Push the Control Stick in the selected direction to make Sam climb out of a mole hole.

2. **Side Buttons:** Press either Side Button to make Sam jump in place and shake off monkeys on his back.

   To make Sam duck into a mole hole, press and hold in either Side Button. Release the Side Button and Sam's head pops up out of the mole hole.

3. **Keypad:** Press Keypad Buttons 1-8 to select a Game Option before beginning a game. Press * after a game to replay the Game Option you have just completed. Press # after a game to return to the Game Option Screen.

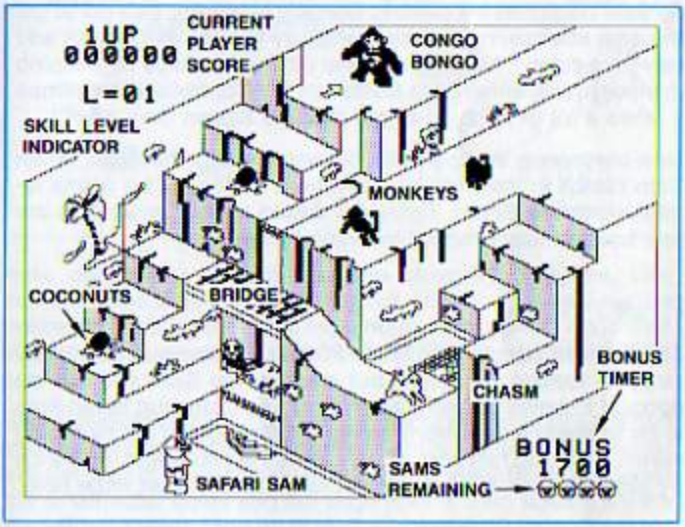
PAUSE Feature

To pause the action during a game, press * on your controller. The game screen disappears and the Pause Music plays. Press * again and the game screen reappears at the point at which you paused. There is a brief delay for you to size up the situation before play begins again.

HERE'S HOW TO PLAY

Waterfall Pass

Ouch! Bongo is at the top of the cliffs at Waterfall Pass chucking coconuts at Safari Sam down below. If a coconut hits Sam, it's curtains for certain. He's got to reach Bongo before the Bonus Timer runs out, so start climbing!



Use the Control Stick to move Sam to the cliffs. Move the Control Stick left, right, up or down to make Sam climb up or down and move through the perils of Waterfall Pass. Once he's on the cliffs, he must ascend them to the bridge, but watch out for those coconuts!

Now that Sam's come to that bridge, he has to cross it. Be careful! If he falls in the water, it's all over. At the end of the bridge, Sam takes a slide down a slippery ramp.[1] He's got to take a couple of more steps to knock off a pesky green monkey sitting in front of a hazardous chasm. With Sam facing the opposite side of the chasm, push the Control Stick up and at the same time, press either Side Button on the Controller, to have Sam make a running jump over the cascading water. Close call! As he reaches the other side, a wall of the chasm crumbles behind him. If Sam's jump isn't on target, he'll fall to a watery grave.

As Sam continues his climb to Bongo's hideaway, he's got to get by some scampering monkeys who'll try to jump on his back and slow him down.[2] Help Sam shake off the monkeys by jumping in place, using either Side Button on the Controller. Sometimes it takes a lot of jumping to get them to loosen their grip!

Now continue to the final cliffs, but watch out for the water. When Sam climbs to the white arrow in front of Bongo, the points remaining in the Bonus Timer are added to your score and the ape beats a hasty retreat to Rhino Ridge.

Rhino Ridge

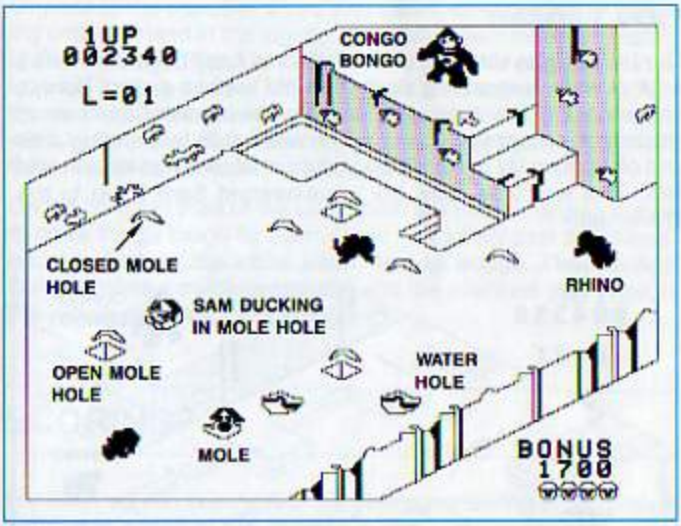
The hapless hunter is at Rhino Ridge. His nemesis has finally stopped tossing coconuts, but steamed-up Sam still has an account to settle! Bongo is again atop a cliff, taunting Safari Sam to try to reach him. It won't be easy! Sam's got to get by raging rhinos, charging him from all directions. He can evade the rhinos by jumping over them or by ducking into an open mole hole.

Use the Control Stick to move Sam to an open mole hole. Press either Side Button on the Controller and Sam ducks into the mole

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[1] In Skill Level 4, the ramp is even more slippery. You'll need to coordinate Control Stick movement with jumping, or Sam will slide right off the end of the ramp to his just reward!

[2] In Skill Levels 2, 3 and 4, if two monkeys are on Sam's back at the same time, those cute little critters will pick up Sam, carry him to the edge of the cliff and throw him into the falls!



hole, concealing himself from the charging creatures. Use caution! If the Side Button is released while Sam is ducking, he pokes his head up out of the mole hole and becomes rhino bait! When the coast is clear, push the Control Stick and Sam climbs out.

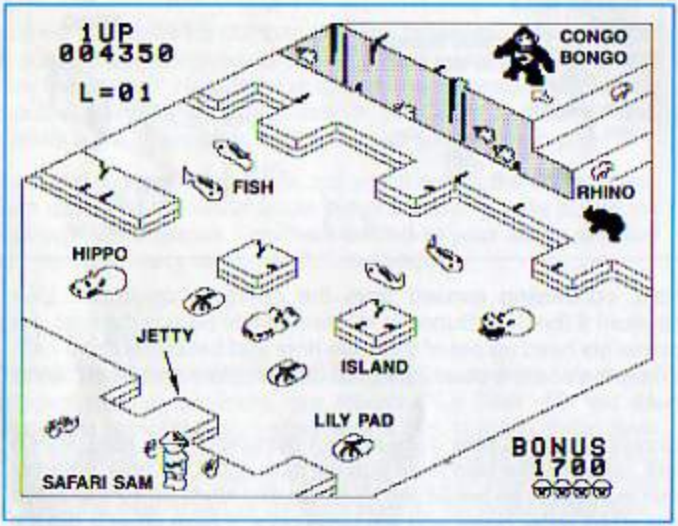
Sometimes Sam may duck into an occupied mole hole. When that happens, the irate mole pushes Sam out of the hole, possibly into the path of an oncoming rhino, so stay alert! Be sure to avoid the small water holes and the large pool; if Sam takes a dip it's the end of the trip!

Keep Sam running, jumping and ducking as he makes his way to the cliffs and the white arrow next to Bongo. If he gets there before the Bonus Timer runs out, the points remaining are added to your score. Also, each **new** mole hole that Sam ducks into gives you 1000 bonus points!

Bongo, however, is not put off that easily! Just as Sam thinks he has him cornered at last, clever Congo Bongo escapes to his final hideout deep in the heart of the jungle—Lazy Lagoon.

Lazy Lagoon

Our hero is now standing on the banks of Lazy Lagoon. There's a lot of water separating Sam from his jeering quarry, Bongo, and crossing the lagoon is a tricky business! Sam has to hopscotch or zigzag his way to the other side by jumping onto and off floating lily pads, slippery hippos, islands mid-lagoon and fish. This won't be easy, but stout-hearted Sam is up to the challenge!



Use the Control Stick to move Sam to the lagoon edge or to a jetty. Wait until a lily pad or hippo floats close by, then push the Control Stick up and simultaneously press either Side Button to make Sam hop aboard. Sam's got to be sure-footed! Those hippos are slippery; he could skid off and sink into the drink! Hippos can also dive and lily pads can shrink. If Safari Sam is on one when this happens, he's a goner! He has to do some nimble jumping to stay afloat.

Onward to the opposite shore and sweet revenge! When jumping onto an island in the lagoon, be careful! Sam must land safely in the **center** of the island. If he lands on the edge, he could lose his footing **and** his life. And there's something fishy about those creatures swimming leisurely back and forth beyond the island—they bite! Safari Sam should take care to stay away from their snapping jaws, when hitching a ride.

On the banks in front of the cliffs, there are more charging rhinos to make things tough for Sam. Once he's safely past the rhinos, he can climb to the white arrow next to Bongo. Then Congo Bongo makes a quick comeback and the hilarious trek through the jungle starts all over again!

SCORING

For each screen completed, the points remaining in the Bonus Timer are added to the player's score.

For jumping the chasm at Waterfall Pass, 500 points are added to the player's score.

For each **new** mole hole that Sam ducks into, 1000 points are added to the player's score.

For each hippo, lily pad or fish that Sam jumps on, 100 points are added to the player's score.

Points are also accumulated for the distance Sam travels through the jungle.

A bonus Safari Sam is awarded at 30,000, 100,000 and 250,000 points.

Reset

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing CONGO BONGO, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this cartridge will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship of the cartridge shall be limited to repair or replacement at an authorized Coleco Service Center. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

Any implied warranties arising out of the sale of the cartridge including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the cartridge.

This limited warranty does not extend to the programs contained in the cartridge and the accompanying documentation (the "Programs"). Coleco does not warrant the Programs will be free from error or will meet the specific requirements or expectations of the consumer. The consumer assumes complete responsibility for any decisions made or actions taken based upon information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

Coleco makes no warranty, either express or implied, including any implied warranties of merchantability and fitness for a particular purpose, in connection with the Programs, and all Programs are made available solely on an "as is" basis.

In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the Programs and the sole and exclusive liability, if any, of Coleco, regardless of the form of action, shall not exceed the purchase price of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Owner's Manual carefully before using your cartridge. If your cartridge fails to operate properly, please refer to the troubleshooting checklist in the Operating Tips Manual. If you cannot correct the malfunction **after** consulting this manual, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide.** This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Time, Monday through Friday.

If Customer Service advises you to return your cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.



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