COLECO FAMILY LEARNING SOFTWARE

MONKEY ACADEMY™

THE FAST ACTION ARCADE AND MATH GAME!



FOR COLECOVISION® & ADAM™ FAMILY COMPUTER SYSTEM

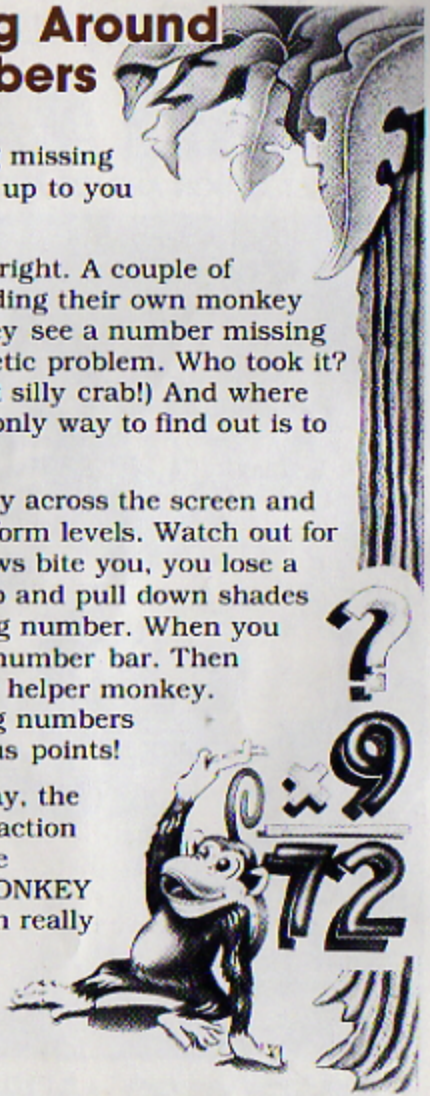
Monkeying Around With Numbers

There's something missing here, and now it's up to you to find it!

It's a mystery, all right. A couple of monkeys are minding their own monkey business when they see a number missing from their arithmetic problem. Who took it? (Maybe it was that silly crab!) And where could it be? (The only way to find out is to go looking!)

Guide your monkey across the screen and up and down platform levels. Watch out for the crab! If its claws bite you, you lose a monkey. Jump up and pull down shades to find the missing number. When you find it, catch the number bar. Then send it up to your helper monkey. Find three missing numbers and you earn bonus points!

The longer you play, the more exciting the action and the greater the challenge. With MONKEY ACADEMY, you can really monkey around with numbers!





Getting Ready to Play

Using ColecoVision

If you're playing MONKEY ACADEMY on ColecoVision, always slide the power switch to OFF before inserting or removing a cartridge. After the cartridge has been inserted, slide the power switch to ON.

Using ADAM

If you're playing MONKEY ACADEMY on ADAM, first check to be sure no data packs or disks are in any of the drives. Then turn power off before inserting or removing a cartridge. After the cartridge has been inserted, turn on the power and then pull Cartridge Reset.

One-Player Game

Use the Port 1 controller.

Two-Player Game (Alternating Players)

Player 1 uses the Port 1 controller and plays first. Player 2 uses the Port 2 controller. Each turn lasts until a player loses a monkey or completes a stage. Control then switches to the other player.

Choose Your Challenge



Press the Reset Button and the Title Screen appears on your TV. Wait for the first Option Screen, then choose the number of players by pressing the corresponding number on your controller keypad.

When the next Option Screen appears, select the kind of arithmetic you want to see by pressing the appropriate number on your keypad. Finally, when the last Option Screen (skill level) appears, choose how hard the arithmetic will be to start.

Here's how the arithmetic skill levels line up:

Skill 1 is the easiest and can be played by the youngest of players.

Skill 2 is just a little harder. Some of the math problems are more difficult to solve.

Skill 3 is harder! Problems may start easy, but they get tough fast.

Skill 4 is the toughest challenge of all!

Here's How It Works

Keypad

- Use the Keypad Buttons to select your game options.
- Press * during a game to pause and freeze the game action. (To start the action again, press the Control Stick or either Side Button.)
- Press * at the end of a game to play at the lowest arithmetic level, but with the same number of players and kind of arithmetic.
- Press # at the end of a game to return to the Game Option screens and make different choices.

Control Stick

- Press the Control Stick left or right to move your monkey left or right. (Pressing the stick up or down has no effect.)



Left Side Button

Jumping in place:

- Press the left Side Button to make your monkey jump in place. Jump up to pull down shades and look for the missing number.

- Press the left Side Button when your monkey is standing directly under a piece of fruit to make him jump up and grab the fruit.

Running jump:

- Hold the Control Stick left or right and press the left Side Button to make your monkey perform a running jump in the direction he's running.

Super-Jumping:

- Do a running jump when your monkey is under a gap in the floor above to make him super-jump to the next level!

Throwing fruit:

- Press the left Side Button when your monkey is holding a piece of fruit to make him throw it in the direction he is facing.

Delivering number bar to helper:

- Press the left Side Button when your monkey has the number bar and is standing under the helper monkey to get the bar to your helper.

Right Side Button

- Press the right Side Button to see if the number showing on the pulled-down shade is the missing number. If it is, and your monkey is beneath it, he will catch the number bar. Be careful! If you press this button when the number showing isn't the missing one, it will count as a mistake. You get only three chances to find the right missing number for each problem.

Here's How To Play

What's first?

When the game starts, a message on the screen tells you which player is up, what kind of arithmetic you'll be seeing, and what arithmetic skill level you've chosen to start out with. After the message disappears, balloons rise up from the bottom of the screen and turn into balls. The helper monkey at the top of the screen dumps these balls into the math hopper. But one number is missing from the problem! Can you find it?



A "ready" message and timer appear in the middle of the screen. The timer allows you 15 seconds to think about the missing number before you start your search. When you think you know what number is missing, you're ready to play. Press the Control Stick to start looking. The ready timer stops and the game timer starts counting down. That's when the action begins! You have only five minutes to find three missing numbers and complete a stage.

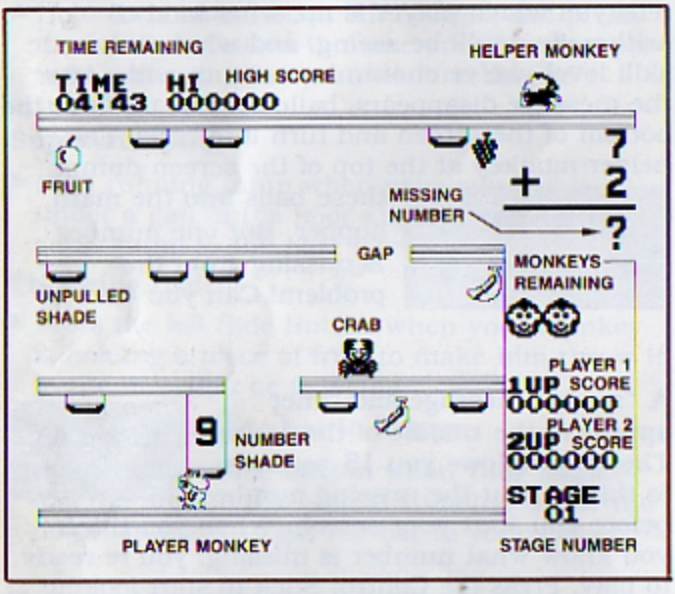


Starting out

You start the game with one player monkey already on the playing screen. Two spare monkeys wait on the bench for their turn.

Monkey business

It's time to get down to monkey business. The missing number for the math problem is hidden somewhere on one of the shades.



Your job is to find the shade that hides the correct number. How do you find it? You have to go looking!

Made in the shade

Move your monkey to a spot beneath one of the shades, then jump up to pull the shade down. If the number shown on the shade is not the one you're seeking, move on to another shade and try again.



Super Jump!

If the missing number doesn't appear on the first level, you'll have to jump up to another platform level to keep looking.

Your monkey can make a super jump up to the next level only while running. Press the Control Stick to get your monkey running. When he appears directly under a gap in the platform above, press the left Side Button. Your monkey makes a flying super jump up to the next level!



Now you can pull down more shades in search of the missing number for the problem.

Bridging the gap

If there's a gap in the platform you're on, you'll have to cross it to search through more shades. Your monkey can cross a gap by making a running jump. Press the Control stick to get your monkey running toward the gap. Just when he reaches the opening, keep him running and press the left Side Button to jump across the gap. If you time it just right, your monkey lands on the other side and you can check through more shades for the missing number. If you don't time it right, your monkey will miss the jump and fall through the gap, landing on the level below. You'll just have to try again!

The right number, bar none

When you've pulled down a shade and think you've found the missing number, press the right Side Button. If you're right, the shade goes back up and a number bar comes down. If your monkey is beneath the shade, watch as he catches the bar. If the monkey is someplace else, the bar comes down anyway, but you'll have to go over to pick it up.

Of course, if you're wrong, and the number on the shade isn't the missing one, you'll get a large X at the top of the screen when you press the right Side Button. Remember, you get only three chances to find the missing number. If you get three X's, it's three strikes and you're out!

OK, you got it. You found the missing number and caught the answer bar. What now? You have to get the bar to the helper monkey. Start making your way to the upper right-hand corner of the screen.

Passing the bar



Once you've reached the spot directly below the helper monkey, make a standing jump to toss the number bar up. The helper monkey catches it and does the rest. After the missing number is safely in place, another set of balloons appears with a new math problem. The action starts all over!

Claws and effect

Of course, not everything is as easy as pie. Soon after you start playing the game, a trouble-making crab enters the scene. It's bored. It's looking for something to do as it makes its way across the platforms and down through the levels. Be careful! If your monkey gets bitten by the crab's claws, your monkey is eliminated from play.



Going bonkers!

You're not totally defenseless against the crab. Don't those bananas hanging above look a-peeling? You can jump up, grab the bananas—or any fruit—and bonk the crab!

First, place yourself directly beneath the fruit. Next, make a standing jump to grab the fruit. Then make sure you're facing the crab when it gets near. Now press the left Side Button to throw the fruit. If your aim is good, you'll bonk the crab and eliminate it from the action. But soon another crab comes in looking for trouble. Better be on your guard!

You earn points not only for grabbing the fruit, but also for successfully bonking the crab! But be careful, the farther in the game you go, the more crafty the crabs get.

Three's a charm

Three problems make up a stage. Each time you complete a stage, you get bonus points for the time left in the game timer. You then go on to the next stage of three problems. But take note: the more you succeed, the more difficult the problems and game play, and the greater the challenge!

Trying times

But times aren't too rough. You get three tries to find the missing number to each problem. If you don't find the number by then, a helper crab enters and supplies the missing number for you. Unfortuantely, you lose a player monkey in the process. That leaves you one shy, until you can earn a bonus monkey by getting enough points.

When's it over?

You can play as long as you have monkeys to spare, including the one on the playing screen. The game ends when all your monkeys have been eliminated. See how far you can go.

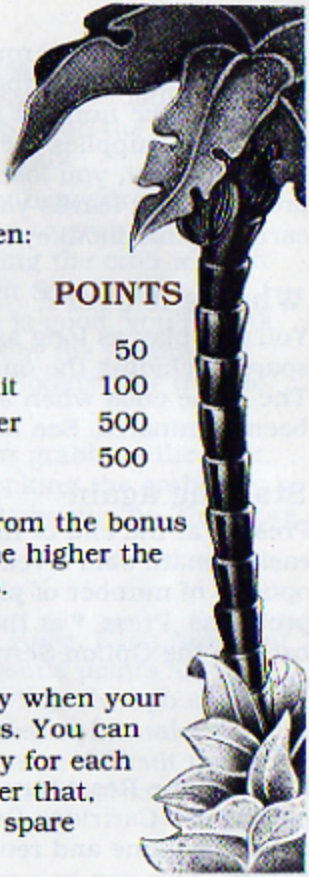
Starting again

Press * at the end of the game to play at the easiest math skill level, but with the same options of number of players and type of math problems. Press # at the end of the game to go back to the Option Screens and make new choices.

Reset

Pressing the Reset button on ColecoVision or pulling the Cartridge Reset switch on ADAM stops the game and returns you to the Title Screen. This can be used to start a new game at any time. It can also be used in case of game malfunction.

Scoring



You earn points for successfully performing certain actions on the screen:

ACTION	POINTS
Picking a Piece of Fruit	50
Bonking the Crab with Fruit	100
Finding the Missing Number	500
Delivering the Number	500

But the best score comes from the bonus at the end of each stage: the higher the stage, the bigger the bonus.

Bonus Monkeys

You win one bonus monkey when your score reaches 10,000 points. You can also win one bonus monkey for each 20,000 points you earn after that, up to a maximum of three spare monkeys at one time.

A Note To Parents

There's no question that MONKEY ACADEMY is fun and entertaining. You can see it in the characters and hear it in the music. And you'll see it in the faces and actions of your children. The activity on the screen generates enough excitement to interest and challenge even a seasoned video game player. There's also no question that MONKEY ACADEMY gives your children a chance to apply quantitative skills to solving arithmetic problems while having fun.

But MONKEY ACADEMY is more than just a game, much more than just arithmetic practice. It is a unique program that exercises a full range of problem-solving skills. If children are already good at arithmetic, this program will help them use these skills to play the game. If their mathematical knowledge and skills are a little shaky, here is a way of learning while playing, as opposed to simply drilling and practicing.

At the start of each game, children can select from four operations (addition, subtraction, multiplication, division), as well as from four starting levels of problem difficulty. The object is to find a level they feel comfortable with in playing. But after that, MONKEY ACADEMY tailors problem difficulty to the individual player. As children succeed, they move on to more challenging levels of both game play and math. But should they stumble, the program gives them less challenging problems, building their confidence and working them back to the more

difficult ones. In addition, the program varies the difficulty and occasionally presents a really tough challenge or, giving players a break, an easy one.

As children play the game, they'll learn how numbers and arithmetic operations relate to each other. In problems that contain multi-digit numbers, for example, they'll learn to recognize that addition and subtraction are opposites and that multiplication and division are opposites. In such problems, if they're having difficulty completing a division problem quickly, children may see and be able to use the inverse: multiply to find the missing number. Here, they are developing a set of tools and solving the problem in a way that is easier and more appropriate for them and the problem.

MONKEY ACADEMY also teaches children problem-solving strategies that extend beyond arithmetic. Thus, for example, they will come to see that sometimes figuring out one small piece of a puzzle can solve the entire problem. In a complicated multiplication problem, for instance, children should concentrate on the trouble spot (the missing number). They can estimate their answer or just multiply the last two digits in each number. Very often their estimation or the simpler multiplication can be the key to finding the solution.

Teaching by well-chosen examples, MONKEY ACADEMY helps children learn by doing in an environment that is exciting, entertaining and educational all at the same time.

The Fun Of Discovery

This instruction guide provides the basic information you'll need to start playing MONKEY ACADEMY, 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.

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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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Printed in U.S.A.

Guide No. 014410 Item 2694