FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 14369

CARTRIDGE INSTRUCTIONS

ROC'N ROPE™*

No. 2668

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Journey through the land that time forgot as you quest for the treasures of the legendary Golden Bird of Fortune.

COLECO

THE STUFF OF LEGEND

Is the Golden Bird of Fortune merely a legend, or does it really exist? Find out in Coleco's ROC 'N ROPE™, a game of skill and speed.

In your quest for the Golden Bird, you'll journey through the land that time forgot—a prehistoric landscape made up of treacherous cliffs and dark caves. Scale the heights with your trusty rope and shine your powerful flashlight to daze the lumbering dinosaurs and swift-footed cavemen who chase you at every turn. And up at the top, a feathered fiend, the Flying Roc, tries to bop you with bouncing boulders.

Fortunately, the Golden Bird has left a trail of eggs containing magical powers. Gather them as you go and use their powers to make the dinosaurs and cavemen disappear into the depths below. But watch your step! If you lose your footing while perched on the edge of a cliff, you'll join your fallen foes!

The treasures of the Golden Bird are yours when you reach the apex. But your quest isn't over. The fabled bird awaits you at the top of yet another perilous maze.

For use with your ColecoVision®
or Super Action™ Controllers.

- For one or two players
- Select from four skill levels

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ 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 explorer is eliminated.

Choose your challenge.

Press the Reset Button. The Title Screen for ROC 'N ROPE™ 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, suitable for play by cub explorers.

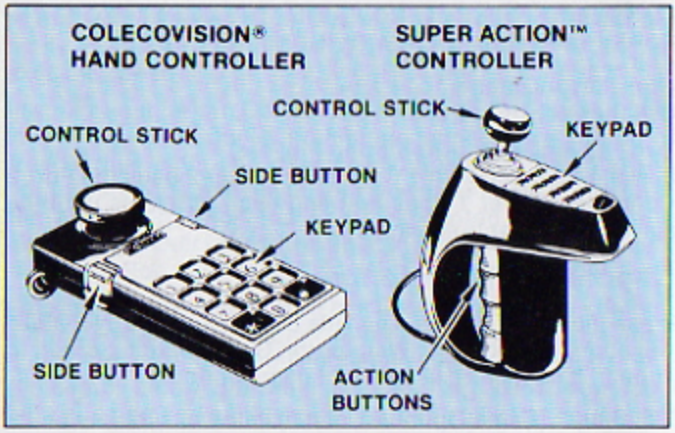
Skill 2 (Game Options 2 and 6) is a little harder. Enemies are more clever and more dangerous.

Skill 3 (Game Options 3 and 7) plays at the difficulty and timing of the arcade machine—just right for experienced explorers!

Skill 4 (Game Options 4 and 8) is tougher than the arcade machine. Don't try it unless you're up for a real challenge!

Select a game option by pressing the corresponding number on your controller keypad.

USING YOUR CONTROLS



1. **Control Stick:** Move the Control Stick left or right to make your explorer move in the selected direction. Move it up (away from you) to make him grab a rope when he is at a rope stake, then left or right to make him climb in the selected direction. When your explorer reaches the top of a rope, he will pop up to the ledge above. If you move the Control Stick down (toward you) while your explorer is on a rope, he drops from the rope. If you move the Control Stick down while your explorer is standing on top of a hanging vine, he can climb down to the next level.

2. **Side Buttons (ColecoVision® Controller):** Press the Left Side Button to make your explorer shoot a rope. Press the Right Side Button to make him shine his flashlight, whether he is on or off a rope.

Note: Your explorer cannot shoot a rope while still climbing a rope, while climbing a vine, or while riding on the elevator or the wheel of fortune.

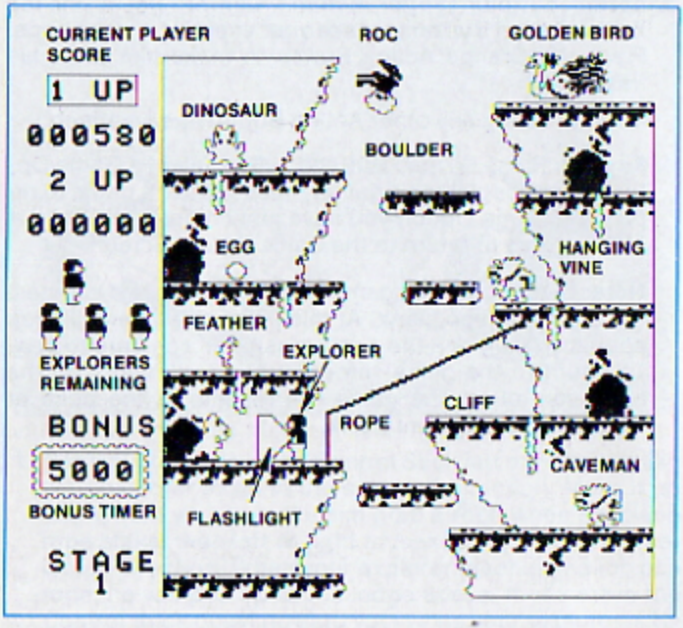
3. **Action Buttons (Super Action™ Controller):** Press the Yellow Action Button to make your explorer shoot a rope. Press the Orange Action Button to make him shine his flashlight.

   Note: Pressing any other Action Button has no effect.

4. **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.

   Note: If you leave the game unattended for two minutes, the screen will go blank. At this point, the timer will stop counting down and the game music will continue to play. To return to the game screen, press any control on the hand controller. The game will resume at the point at which the screen went blank.

HERE'S HOW TO PLAY



Tick . . . Tick . . . Tick

A Bonus Timer shows at the lower left of the scene. You must climb up to the Golden Bird before the timer hits zero. But be careful—don't let time slip through your fingers! If the timer hits zero before you reach the Golden Bird, you lose an explorer.

Close to the edge

When your journey begins, you face a series of dangerously steep cliffs. Don't walk off the end of a ledge, or you'll fall and lose an explorer! The Golden Bird awaits you at the top—but do you have what it takes to get there?

The end of your rope

There's only one way to scale those cliffs: Shoot your rope to a higher ledge, then start climbing! You'll have to be fast, but extremely careful. Rope-shaking dinosaurs are close on your heels and those fast-footed cavemen are just plain nasty!

Blinded by the light

If you're quick with the switch, you can use your flashlight to daze the dinos and cavemen just long enough to get past them. But be careful—they don't stay dazed for long! You can also use your flashlight on the Flying Roc with even better results—flash him at just the right moment and he'll be eliminated!

Quick get-away

Don't despair if you find yourself trapped on a cliff. See those hanging vines? Push the Control Stick down when you're standing on top of one and it will take you down to the next level where the coast is clear. Once you drop off a vine, you can't climb up again—they're one way only!

Movers and shakers

When a caveman or dinosaur grabs your rope, it's a sure sign that he's up to no good! While he's wrestling with the rope, stop climbing and hold on tight, or he'll shake it right out from under you! And if he starts climbing in your direction, move up or down—but get away, fast! If you can't get away, use your flashlight to stun him—then watch him fall from the rope!

On the ropes

You've made it to a ledge, but your enemy is still on your rope and headed your way. Quick! Shoot **another** rope and the first one disappears, eliminating any enemies on it!

Falling rock zone

All too soon, that sinister Flying Roc joins the action. He'll bombard you with bouncing boulders that have an uncanny way of homing in on your explorer. Keep your head up, dodge those boulders and keep on going—your troubles are far from over! Be careful—you can't stop the boulders with your flashlight.

Scramble for eggs

The eggs of the Golden Bird contain magical powers. Touch one, and the power is yours. Now you're energized, and you can radiate the egg's magic. Any cavemen, dinosaur or Roc you touch or daze with your flashlight will be eliminated—but don't expect the magic to last forever.

Birds of a feather

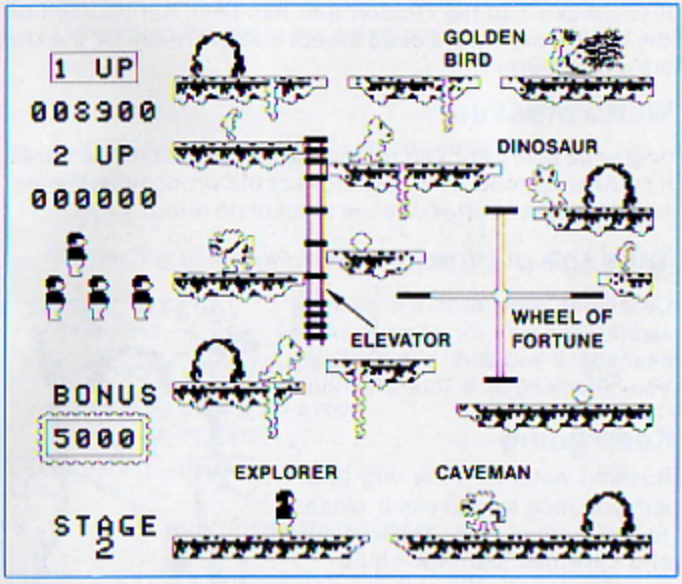
The Golden Bird has shed some fine feathers, and you can see them scattered about the ledges as you make your way onward and upward. Pluck these plumes for bonus points, then continue your climb.

Above and beyond

When you've reached the top ledge, hurry to the Golden Bird, then congratulate yourself. Your skill as an explorer has paid off, and you're ready for the challenges that await you during the next part of your adventure.

The wheel of fortune

This wheel goes 'round and 'round. It doesn't stop, but can change direction. It allows you to hop on, then off at hard-to-get-to ledges. Take a ride to an elusive feather and earn those bonus points! Go after a magical egg, energize, then use the wheel or a rope or vine to get to those stone-age savages and eliminate them. And when getting on or off the wheel, watch your step, please! If you fall too far, you'll lose an explorer.



Going up

See that crude lift that resembles a modern elevator? It's not exactly a mechanical marvel—but it does work. Wait until one of the lifts' moving platforms reaches the ledge you're standing on, then walk right on!

It's uplifting!

You can ride the lift almost all the way up or down. Like the wheel of fortune, it can change direction. Walk off to grab a golden egg or a feather. But be careful—make sure you walk off the lift before it reaches the very top or bottom. Otherwise, you'll fall right off. And by all means, stay put until the coast is clear!

There and back again

If you make it to the Golden Bird this time, pat yourself on the back. Then take a deep breath and get ready for the last leg of the journey.

Water pressure

Just what every hot and thirsty explorer needs—cool water! It sure looks good, but if you cross at the wrong time, the waterfall could sweep you to the point of no return.

Take the plunge

Cast your rope over the rushing water, then wait for a break in the cascade. If you don't climb quickly, you could end up a total washout!



Keep going

Rushing water isn't the only problem you face as you climb closer to the Golden Bird. Those dinos and cavemen just won't quit!

Because it's there!

When you make it to the final ledge, toss your rope one more time to reach the Golden Bird. You've done very well for now, but more adventures await you in Round Two!

Starting over

Your adventure ends when all your explorers are eliminated. Press Keypad Button * to replay the same option. Press Keypad Button # to choose another challenge.

SCORING

EXPLORER'S ACTION	POINTS EARNED
Contacting an egg in the same scene	
First	500
Second	1200
Contacting a feather in the same scene	
First	500
Second	1200
Contacting enemy while energized	
First 1000 Third	4000
Second 2000 Fourth	8000
Eliminating enemy with flashlight	400
Eliminating enemy on a rope by reshooting rope	800
Stunning enemy with flashlight	20

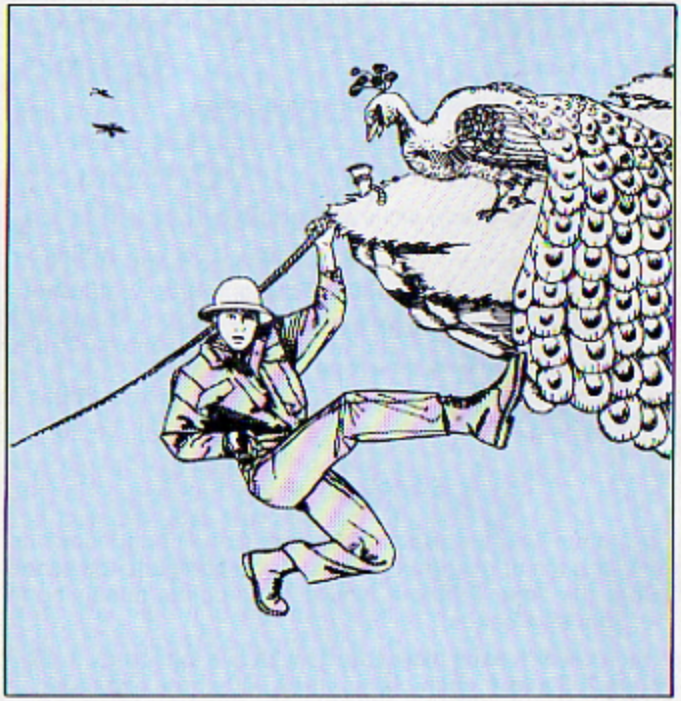
Bonus points

The Bonus Timer starts at 5000 points and counts down to zero for each of the three scenes. If you complete the scene before the timer runs out, you get the points remaining in the timer as a bonus!

In Skill Level 1, each player starts with five explorers. In Skill Levels 2, 3 and 4, each player starts with three explorers. In all skill levels, each player earns one Bonus Explorer at every 20,000 points.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you'll need to get started playing ROC 'N ROPE™, but it is only the beginning! You will find that this cartridge is full of 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 this video game cartridge will be free of defects in material or 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 shall be limited to repair or replacement at an authorized Coleco Service Station. 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 video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

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SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, 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 Standard Time, Monday through Friday.

If Customer Service advises you to return your video game 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 Station you have been directed to return it to by the toll-free service information. 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.

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