FOR
COLECO VISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 14367

CARTRIDGE INSTRUCTIONS

No. 2632

Tarzan™



Use your ColecoVision® controller or the Super Action™ Controller.

Thrill to epic jungle adventure as you help Tarzan™ rescue his Great Apes from evil hunters and their savage allies, the Beastmen of Opar. Swing through lofty treetops or swim through crocodile-infested waters to rescue Tarzan's™ tribe of Great Apes.

COLECO

YOUR ADVENTURE BEGINS . . . .

Journey to the heart of darkest Africa on a thrilling adventure with Tarzan™, Lord of the Jungle. Cruel hunters and the Beastmen of Opar have abducted Tarzan's™ tribe of Great Apes and imprisoned them in cages throughout the jungle. It's up to you to save the apes from being shipped out of their jungle home to zoos.

First, rescue Tarzan's™ faithful monkey companion, Nkima, from the hunters' camp. Once freed, Nkima accompanies you on your mission and alerts you to hidden snakes and treacherous pit traps with his shrill cry!

Take heed, Tarzan™, you have sworn enemies lurking in the vine-festooned jungle. Bolgani, the gigantic gorilla, Histah, the sinuous serpent, and Gimla, the killer crocodile will try to stop you!

The vine-shrouded Temple of the Flaming God in the lost city of Opar holds your final challenge. The last apes wait for release—but the sinister Beastmen wait too! And the fire-breathing Flaming Idol of Opar hurls fireballs at those who dare desecrate the temple!

- **For one player, ages 8 and up**
- **Instant pause feature**
- **Select from four skill levels**

GETTING READY TO PLAY

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

One-Player Game
Use the **Port 1** controller.

Choose Your Challenge

Insert the cartridge; then turn your game system on. Press the Reset Switch. The Title screen appears on your TV. Wait for the Skill Level screen to appear, then choose your skill level.

Skill 1 is the easiest, suitable for beginning adventurers and younger players.

Skill 2 gives a longer road than Skill 1 to travel to reach the captured apes. Faster and more dangerous enemies lurk in the peaceful beauty of the jungle.

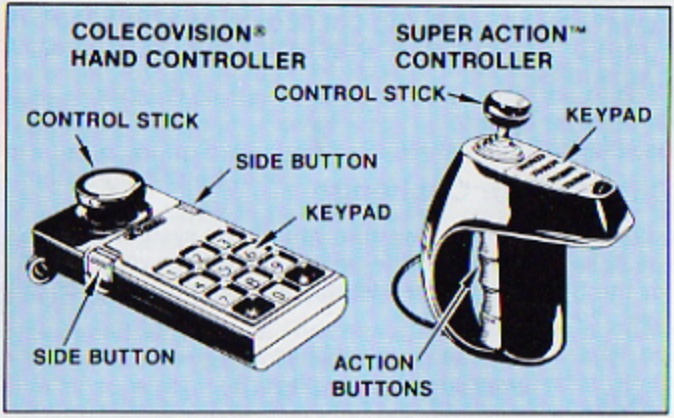
Skill 3 is a perilous adventure that offers arcade-level challenges.

Skill 4 gives you the longest road to where the apes are imprisoned, and your enemies pursue you with the ruthlessness of a man-eating leopard.

Choose your skill level by pressing the corresponding number on the hand controller keypad.

You're now ready to start your jungle adventure.

USING YOUR CONTROLS



1. **Keypad:** Press Keypad Button ★ after a game to replay the same skill level; press # after a game to return to the Option screen. Press ★ during play to pause; press ★ again to resume play. Press # during play to stop the drum music; press # again to restore the music.

   During play, press **any** number on the keypad to make Tarzan™ bellow the awesome "ape-roar." This magnificent cry declares Tarzan's™ supremacy as the undisputed King of the Jungle.

2. **Control Stick**

   Tarzan™ Running and Swimming:

   Move the Control Stick left or right to make Tarzan™ run in the selected direction when he is on tree limbs, cage tops, or temple platforms.

   When Tarzan™ is running on the jungle floor or swimming, he can move left or right or diagonally in four directions: forward or backward right or forward or backward left depending on which direction the Control Stick is moved.

Tarzan™ Climbing:

Move the Control Stick up (away from you), down (toward you), left-up, left-down, right-up or right-down to make Tarzan™ climb in the selected direction. Move the Control Stick left or right to make Tarzan™ climb diagonally in the direction he last moved. Tarzan™ can climb on the thick vines at the Temple of the Flaming God, the centerpost in the hunters' ape cages and the chains on ape cages. He must always be directly in front of any object he wants to climb.

3. Side Buttons or Action Buttons

Leaping:

When Tarzan™ is running, press the Right Side Button or Orange Action Button on the Super Action™ Controller to make him leap in the direction he is facing. When Tarzan™ is swimming, press the Right Side Button or Orange Action Button on the Super Action™ Controller to make him leap into or out of the water. (Tarzan™ can leap into or out of the water only when he is next to the water's edge.) Tarzan™ can leap from the jungle floor or water onto a climbing surface.

When Tarzan™ is climbing, press the Right Side Button or the Orange Action Button and move the Control Stick left or right **at the same time** to make him leap in the selected direction.

Swinging:

Tarzan™ can swing on hanging vines (not stationary vines wrapped around trees) and the chains on the captured apes' cages. When Tarzan™ leaps and grabs a hanging vine, the vine starts swinging in an arc in the direction he was moving. Tarzan can leap in the direction he is facing from the vine. Time the leap carefully!

Punching:

Press the Left Side Button or Yellow Action Button on the Super Action™ Controller to make Tarzan™ punch in the direction he is facing. If Tarzan™ is climbing, he punches upward.

NOTE: On the Super Action™ Controller, the Blue and Purple Action Buttons and the Speed Roller are not used.

HERE'S HOW TO PLAY

Enter, stage left

Tarzan™ enters all scenes in the adventure from the left side; he must always exit at the right side of the scene. In scenes in which Tarzan™ must free captured apes, he cannot exit a scene until all apes in the scene have been rescued. After Tarzan™ has freed the apes in a scene, he must exit by **running** right into the jungle.

Tarzan™, the invincible

Of course, there is one and only one Tarzan™. He is never eliminated from the adventure. The adventure ends only when Tarzan's™ vitality is temporarily depleted. An attack by an enemy or falling onto the jungle floor or into the water will stun Tarzan™. When Tarzan™ is stunned, he is unable to move or attack for a short time.

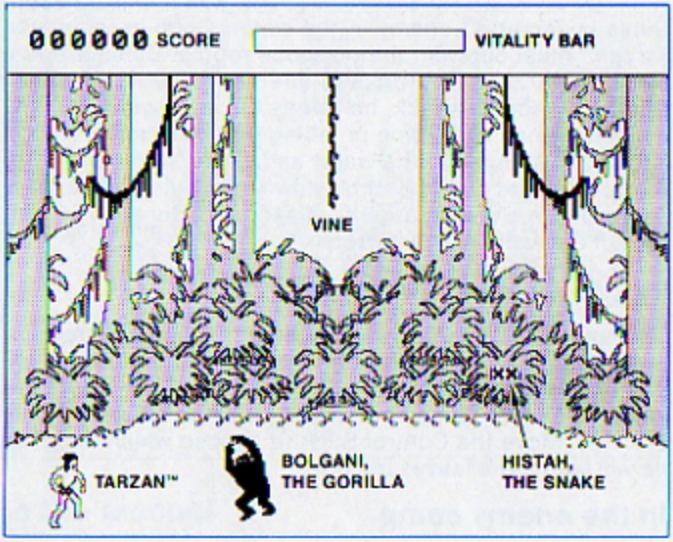
A **red** Vitality bar appears in the top-center of each scene. When Tarzan™ is stunned or loses Nkima, the red Vitality bar gets smaller. Every time Tarzan™ frees an ape or stuns an enemy, you earn points. For every 1000 points you earn, the Vitality bar gets longer. When Tarzan™ ends a round by freeing all the apes and vanquishing the Idol of the Flaming God, you earn a bonus of 1000 points for each segment remaining in the Vitality bar. When the Vitality bar disappears, the game is over.

Tarzan's™ mission

Tarzan™ must free all the captured apes before the hunters ship them out of the jungle to zoos. You earn 2000 points for each ape Tarzan™ frees. The score appears in the upper left-hand corner of the screen.

Tarzan's™ adversaries

As Tarzan™ races through the jungle in search of the apes, he is menaced by dangerous foes! Tarzan™ stuns some enemies by punching them and others by leaping or falling onto them. You earn 500 points when Tarzan™ stuns a Beastman and 750 points when Tarzan™ punches and stuns Bolgani. You earn 1000 points when Tarzan™ leaps or falls onto Histah and 1500 points when he leaps or falls onto Gimla.



Bolgani, the gorilla

Crafty Bolgani hides in the treetops until Tarzan™ enters the scene. Then the gigantic gorilla drops down through the trees toward the jungle floor! He bellows a thunderous roar and immediately attacks Tarzan™! If Tarzan™ punches Bolgani, it enrages the brute and makes him even more aggressive. Bolgani can attack on the jungle floor or in the trees; he never enters the water. If Tarzan™ punches Bolgani into the water, the gorilla is eliminated.

Histah, the snake

Histah, the villainous viper, is concealed in the dense undergrowth. All that can be seen are his evil, yellow eyes. When Tarzan™ draws near, Histah darts from the undergrowth and strikes at Tarzan™ with bared fangs! Histah can slither across the ground and climb; he cannot enter the water. Tarzan™ can eliminate Histah only by leaping or falling on him.

Gimla, the crocodile

Gimla is Tarzan's™ enemy in the water. Once in the water, Tarzan™ must outswim the ravenous reptile! Gimla draws a bead on Tarzan™ and cruises directly toward him. When Gimla is ready to attack, he opens his jaws wide. Tarzan™ can stun Gimla by leaping or falling onto him from above. If Tarzan™ is stunned in the water and Gimla swims over him, the Jungle Lord may pull Gimla down from below as he reappears. When eliminated, Gimla disappears beneath the surface of the water with a splash!

Pits of doom

The hunters have dug pits throughout the jungle to trap Tarzan™. As Tarzan™ races through the jungle, pit traps may appear in the jungle floor. If Tarzan™ stumbles into a pit, he is stunned. Tarzan™ leaps out of the pit when he is no longer stunned. Move the Control Stick to choose which direction he will leap as he leaves the trap.

In the enemy camp

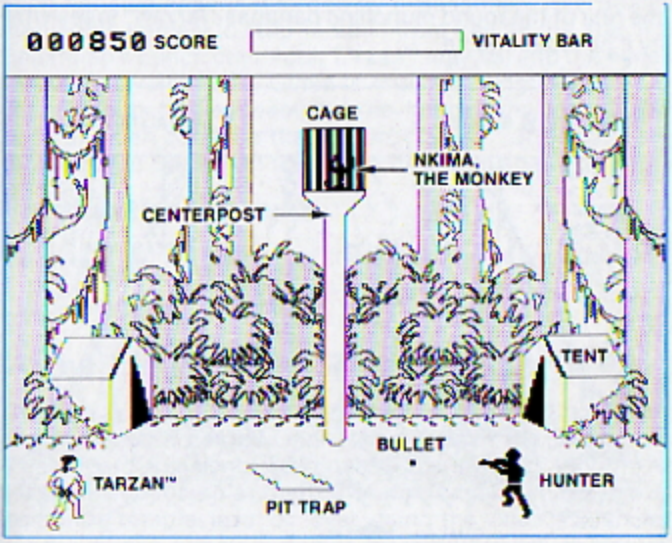
Tarzan's™ faithful companion, Nkima the monkey, is imprisoned in a cage atop the centerpost in the hunters' camp. Tarzan™ must climb the centerpost and rescue Nkima.

Traps of terror

The hunters have boobytrapped the camp with pit traps. If Tarzan™ punches a hunter into a pit trap, the hunter is eliminated, but another soon appears from one of the tents.

Blazing elephant guns

The hunters are armed with elephant guns. If Tarzan™ is grazed by a bullet while on the jungle floor, he drops to his knees, stunned. If Tarzan™ is struck by a bullet while climbing, he falls to the jungle floor.

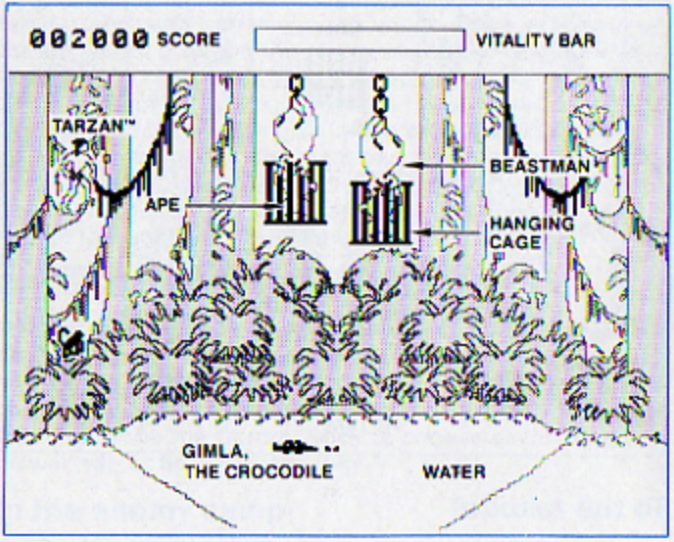


To the rescue!

Move Tarzan™ in front of the centerpost and press the Control Stick up to climb the post. Go all the way up to the cage platform. When Tarzan™ reaches the platform, press the Left Side Button or Yellow Action Button to punch the bars and open the cage. Time the climb carefully—the hunter is firing a fierce barrage!

Nkima's downfall

Once freed, Nkima accompanies Tarzan™ and warns him of hidden snakes and pit traps with a piercing cry! However, even Nkima's love for Tarzan™ cannot match his love for bananas. If Tarzan™ passes too close to a golden bunch of bananas, Nkima spots them and deserts Tarzan™, spending the rest of the round munching bananas. Tarzan™ loses vitality if he loses Nkima.



Deadly peril

The Beastmen have imprisoned apes in cages that are suspended over crocodile-infested waters. To rescue the apes: Climb the tree at either side of the scene. Press the Right Side Button or Orange Action Button to leap from the tree to the vine and swing onto a cage. The vine swings in an arc in

the direction Tarzan™ was moving. Tarzan™ must leap from the vine at the right point in the swing to reach the cage. If Tarzan™ doesn't time the leap carefully, he may fall and be stunned.

Encounter with the Beastmen

Each hanging cage is guarded by a Beastman. The Beastman fights fiercely to stop Tarzan™ from freeing the ape. If a Beastman's punch connects, Tarzan™ may fall into the water below. And remember, Gimla is cruising hungrily below! If Tarzan™ punches a Beastman, he knocks the foe off the cage and can continue the rescue. (Tarzan™ does not have to defeat the Beastmen to rescue the caged apes!)

Freeing the captives

Tarzan™ punches the top of the cage bars to free the captive. The ape then scrambles up the chain and melts into the jungle treetops.

At the Temple of the Flaming God

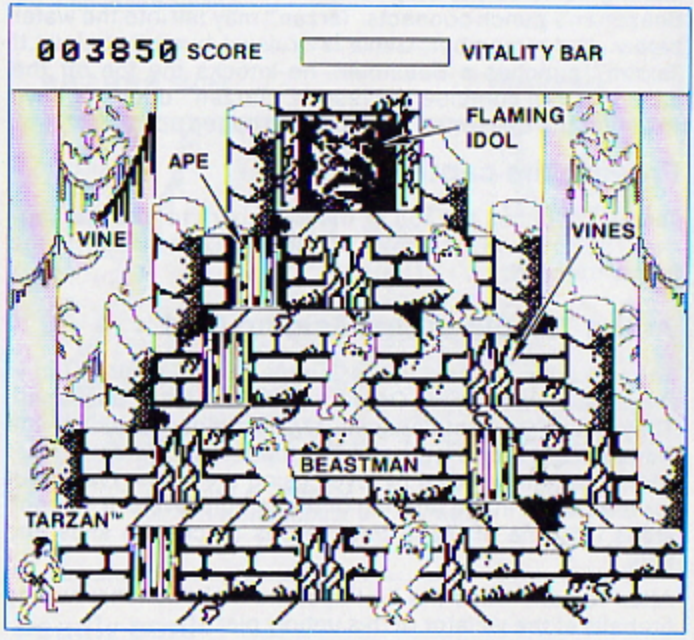
The last apes are held in the Temple of the Flaming God in the mysterious city of Opar—the home of the Beastmen. They guard the temple zealously. The hideous Idol of the Flaming God looms at the top of the temple. Tarzan™ must climb the temple, level by level, using the vines. Watch out for the cracks in the flooring of the temple levels. If Tarzan™ steps into one of these treacherous cracks, he slips and falls.

After Tarzan™ frees the first ape, the idol awakens, hurling fireballs at the violator of this unholy place.

When all the apes have been freed, a searing tongue of flame lashes from the Flaming Idol's mouth. If Tarzan™ is struck by the tongue of flame, he falls back one temple level, stunned.

Defeating the idol

Once Tarzan™ has freed all the apes, he engages the fiendish idol in an epic contest between good and evil. He must carefully scale the temple's platforms—timing the climb so he won't be caught by the fireballs. To storm the idol's fifth level niche and confront its evil, Tarzan™ must climb to the top of the temple between blazing blasts of the Idol's



Tongue of Flame! Once at the top, press **any** Keypad Button to unloose Tarzan's™ powerful ape-roar. Only Tarzan's™ ape-roar can vanquish the idol! Then Tarzan™ begins a new round of exciting jungle adventure, more challenging than the last!

Special Pause Feature

Even the King of the Apes gets tired once in a while. If the action gets too fierce and you want to take a break, press * during play. Press * again to resume the action.

Reset

The Reset Button on the console or ADAM™ stops the game and returns you to the Title screen. It can be used to start a new game at any time, and can also be used in case of game malfunction.

Starting over

Press * to replay the TARZAN™ Game Option that you've just played. Press # to go back to the Game Option Screen.

SCORING

TARZAN's™ ACTIONS	POINTS SCORED
Freeing captured ape	2000 points
Stunning Beastman	500 points
Stunning Bolgani	750 points
Eliminating Histah	1000 points
Eliminating Gimla	1500 points

Bonus Points

If Tarzan frees all the apes and defeats the Flaming Idol at the temple, you earn a bonus of 1000 points for every segment left in the Vitality bar at the end of the round.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you need to get started playing TARZAN™, but it is only the beginning. You will find that this cartridge is full of special features that make the 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.

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 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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