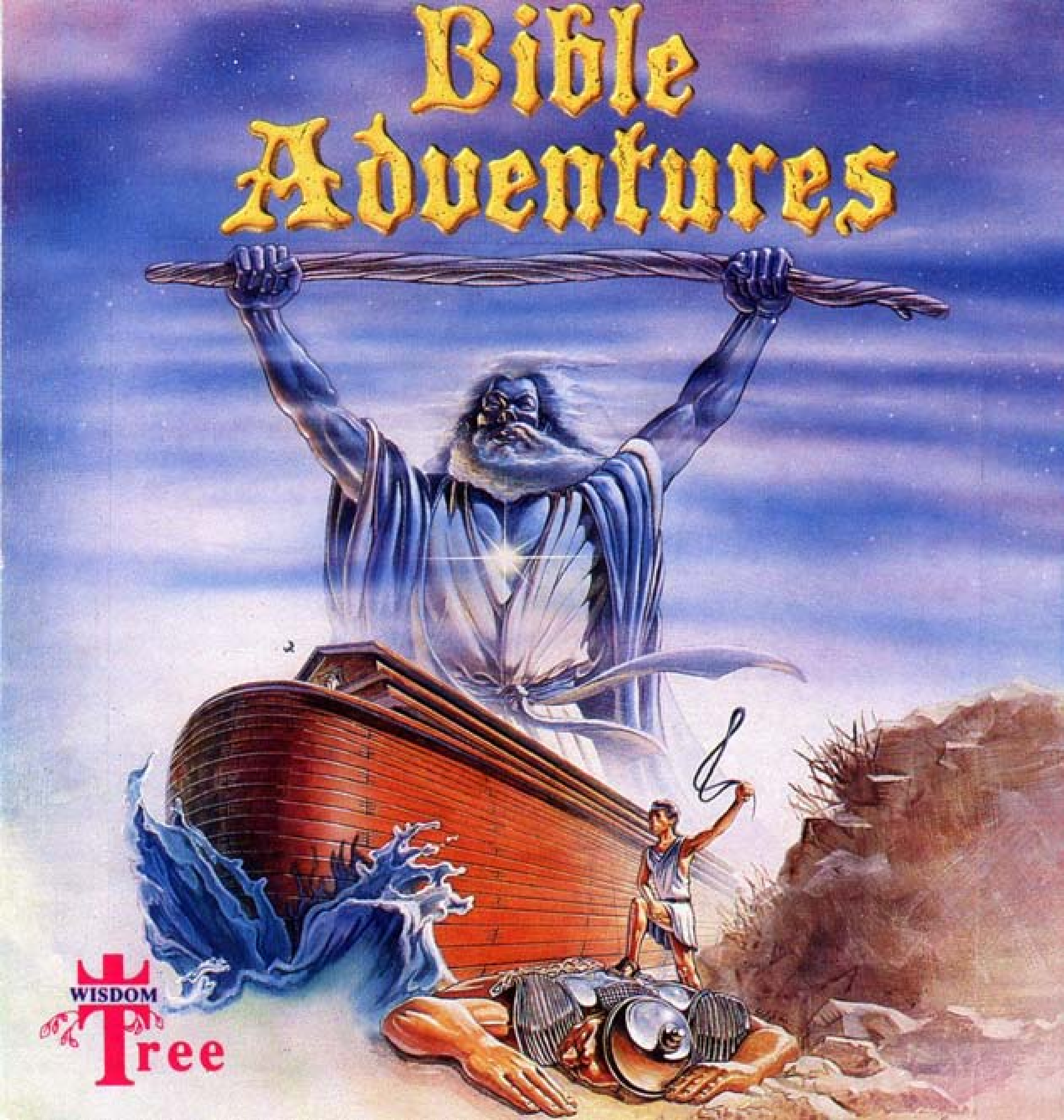
Bible Adventures



WISDOM Tree

Bible Adventures

Experience the excitement of three wonderful stories from the Old Testament. As Noah, you must gather two of every animal plus food before the big storm hits. As the mother of Moses, you must save your baby before the Pharaoh's soldiers can throw him into the river. As David, you must prove yourself by protecting your flock of sheep from lions and bears. Finally, you will fight the mighty Goliath himself using only your sling and stones.







PC Screen Shots

Getting Started

This manual is designed to show you how to play Bible Adventures on cartridge-based systems* or a disk-based system such as IBM/PC® or compatible. The game play is virtually identical on all systems, but starting the game and controlling the game is slightly different on each system. Note: Although this manual is designed for multiple systems, color photographs from the PC version were used for illustrative purposes.

Cartridge-based systems*

Insert the Bible Adventures cartridge into the cartridge slot of your system and turn the system on.

IBM/PC® or Compatible

Place the disk (disk 1 of 2 if you are using the 5¼ disks) into the appropriate disk drive. Switch to that drive by typing **A:** or **B:** and type **INSTALL**. Continue to follow the instructions on the screen. Make sure your system meets all the requirements listed on the back of the box, otherwise the game will not run properly.

You can play Bible Adventures using the keyboard or a joystick. To start the game, make sure you are in the BIBLEA directory and type BIBLEA. Once the game is running, type J for joystick or K for keyboard. Note: Bible Adventures requires 550,000 bytes of free memory. If the program won't run, you will have to remove any TSR programs (programs that run in the background such as SideKick®). One way to solve this problem is to make a bootable floppy disk (put in a disk and type FORMAT/S A: or B: depending on which drive you are using). Before playing Bible Adventures, make sure your bootable disk is in drive A: before turning your system on. For more information on freeing up memory, PRINT or TYPE the README file found on the installation disk.

*Cartridge-based systems include Nintendo Entertainment System®, Game Boy®, and Sega Genesis™. SideKick is a registered trademark of Borland International, Inc.

The Controls

You control the actions of a Bible hero in each of the three games. In **Noah's Ark**, you play Noah; in **Baby Moses**, you play Moses' mother; and in **David & Goliath**, you play young David.

On **Cartridge-Based Systems**, a joypad is used to control the hero. On **PC or Compatible Systems**, you have a choice of controlling the hero with a joystick or the keyboard. In the following instructions, the A BUTTON refers to Button 1 and the B BUTTON refers to Button 2. If you would like to play using the keyboard, the appropriate key strokes will be in parenthesis. Typing J puts the game in joystick mode; typing K puts the game in keyboard mode.

General Controls for All 3 Games

Moving Around - To make the hero walk push LEFT or RIGHT on the joypad (PC = LEFT & RIGHT arrow keys).

Climbing - Push UP or DOWN to climb trees and cavern walls (PC = UP & DOWN arrow keys).

Jumping - To make the hero jump, press the A BUTTON. To jump higher, hold the button down longer (PC = ALT Key, Genesis™ = C BUTTON).

Picking Up/Throwing - If you want the hero to pick up an object, walk over to the object and press the B BUTTON. Once you have picked up an object, you can throw it by also pressing the B BUTTON. If you are carrying a stack of objects, the one on the bottom gets thrown. To control the stacking order, hold UP and press the B BUTTON. To drop an object, hold DOWN and press B (PC = CTRL Key or SPACE BAR).

Entering Caverns - You can enter a cavern doorway by pressing UP (PC = UP arrow key). Only **Noah's Ark** has doorways you can enter.

Inventory Screen - Only **Noah's Ark** has an Inventory Screen. To bring it up, press the SELECT button (PC = ENTER Key, Genesis™ = A BUTTON).

Noah's Ark

Story



God looked upon the earth, and, behold, it was corrupt. So God asked Noah to make an ark of cypress wood and bring into the ark two of every living thing of all flesh; they shall be male and female. Help Noah gather animals and food for his long journey before the flood arrives.

Object

The idea behind this wonderful adventure is simple. As Noah, it is your duty to make sure the ark is filled with animals and food. The animals have already found their way into the general area of the ark, and now it is time to start gathering. In each level, Noah must complete a checklist of animals which calls for a pair of every unclean animal, and seven pairs of every clean animal. Once the check list is complete, you advance to the next level. After all four levels are completed, a reward screen shows you the flood.

Every level's layout is similar. The ark is in the middle of forest. In the middle of the ark, near the top, is where you'll find the door (look for the flashing arrow). This door is where you want to bring the checklist's requirements of animals and food. When you reach the door, simply press UP to enter the ark.

Stone Tablets and Strength

When you first start the game, Noah's current strength is shown in the upper left of the screen. Every time Noah gets hurt or bumped he loses some of his strength. To replenish his strength, pick up Stone Bible Tablets found scattered among the levels. Each tablet contains either a quotation from the Bible or a game hint. If you pick up enough tablets to make your Strength Status Bar reach five, all additional tablets will be stored in memory, even though you can only see five at a time.

LEVEL 1 Start off with the basics

What to Gather

2 Cows - Easy to catch, but be careful jumping, they're heavy!

2 Horses - Quick and springy, use hay to attract them.

2 Monkeys - These mischievous two are not only quick, they also climb trees.

2 Snakes - The ones you want to gather are the horizontal crawlers, stay away from the tree climbers!

2 Pigs - Very slippery, use food to attract them.

2 Oxen - Mean & heavy, use hay to deter them.

What to Avoid

Tree Snakes - Be careful when climbing trees, these pest randomly leave their tree holes.

Parrots - These pesky guys randomly pop out of their tree holes.

Swooping Eagles - On level 2, you gather a pair of eagles, but these swoopers are not the ones you want. They won't harm you, but they'll knock things out of you hands and take you on a flight!

HINT: Press SELECT (Return on PC) to find out what's left to gather.

LEVEL 2 This one is for the birds!

What to Gather

2 Turtles - These slow crawlers are a snap to catch!

2 Pandas - These guys can be mean. Find a pear to give to the panda.

2 Raccoons - These little tree climbers enjoy throwing acorns!

What to Avoid

As in level 1, keep your eye out for Tree Snakes, Parrots and Swooping Eagles. Remember the eagles are trouble, but they cannot harm you.

Although you need to collect them, the Pandas can be quite a nuisance. Use the pear or throw the hay.

2 Blue Jays - Fast and elusive, if you can't get the bird seed to attract them, try throwing the hay.

2 Black Birds - Search those trees carefully!

2 Eagles - Don't confuse these eagles with the swooping eagles. These eagles perch in trees until you try to catch them.

2 Toucans - Don't let their big beaks fool you, the birds are just as quick as the others.

HINT: Every level has at least one bale of hay. Use the hay to help you get hard-to-catch animals. Throwing the hay puts the animal in nap mode. You then have several seconds to go over and safely pick it up.

HINT: The more animals and objects Noah can stack on his head, the fewer trips you'll have to make to the ark door. Up to four items will stack safely.

LEVEL 3 Stock up the Pantry!

What to Gather

From the red (dark shade on Game Boy®) monkey comes fruit:

7 Bananas
7 Pears
7 Grapes

From the yellow (light shade on Game Boy®) monkey comes coconuts:

7 Coconuts - Watch your head!

7 Bales of Hay - Check the cave.
7 Wheat - Can be found everywhere.
7 Bulls - Watch out for their horns!
7 Cows - Heavy and slow.

What to Avoid

Barrels - Don't confuse these with the coconuts, the coconuts are smaller and are only thrown by a monkey.

Hungry Pigs - You don't need to catch these pigs, just try to get the food before they do.

HINT: Run around with the monkey and he'll eventually climb a tree or shelf. When he finds a place he likes, he'll start throwing fruit or coconuts.

LEVEL 4 Who turned out the lights?!

What to Gather

2 Tigers - Very quick and bouncy, use the steak bone.

2 Panthers - Carry a steak bone and these guys are easy to catch.

2 Lions - One likes to hide in trees.

2 Leopards - Use the steak bone.

2 Koalas - Search the trees.

2 Coyotes - Easy to catch when they stop to scratch their fleas.

2 Owls - Climb above the owls and drop down to surprise them.

2 Ducks - These tired sleepwalkers are the easiest to catch.

HINT: If you are having trouble finding the firefly jar, look on the very left side of the level (if you're already there, go a little ways to the right and then come back to the very left).

What to Avoid

Barrels - Even harder to see in the dark.

Tree Snakes/Woodpeckers - You're already familiar with these pests.

Most Large Cats - Most of the felines will try to run into you, make sure you use the meat bone whenever possible.

HINT: As you'll notice, without the firefly jar above your head, the world becomes very dark. When carrying a stack of items, keep the jar on the top. That way if you get bumped, you'll only lose the item closest to Noah's head. If you lose the jar, you can use the random lightning flashes to help you find it again. To learn how to rotate your stack of items, see the "CONTROLS" section.

Save Baby Moses

Story



The Pharaoh of Egypt has given orders to his soldiers to cast every male baby born to the Hebrews into the Nile River. A daughter of the house of Levi has given birth to a goodly son. Baby Moses is doomed unless you safely carry him to the weeds at the river's edge. There baby Moses will be placed into a little ark made of bulrushes and pitch.

Object

The object of this adventure is to safely carry baby Moses through six levels of Egyptian background to an area of the Nile where you can safely put him in his ark. Once he is successfully carried through all six levels, you will be rewarded with an animated screen illustrating his escape.

Stone Tablets and Strength

When you first start the game, your current strength is shown in the upper left of the screen. Every time you get hurt or bumped you lose some of your strength. As in Noah's Ark, you replenish your strength by picking up Stone Bible Tablets found scattered among the levels.

Where to Go and What to Avoid

Pick up Baby Moses and safely walk him over to the far right side of a level. Unfortunately, this is not as simple as it sounds. Along the way, you will be challenged by Pharaoh's soldiers, tarantula spiders, trouble-making kids and soaring cranes. Quick jumping and fancy dodging is the only way to go!

6 Levels to Freedom

Each level gets increasingly more difficult. Don't give up!

David and Goliath

Story



Young David is in charge of his family's sheep. After finding all the sheep and carrying them to safety, David faces his greatest challenge. Armed only with his sling and stones, David must defeat Goliath, the giant champion of the Philistine Army, and save the nation of Israel.

Object

Part 1 - On the first four levels, David must gather sheep (four on each level) and bring them to the corral.

Part 2 - Once you have completed the first four levels, you're ready to take on Goliath. Armed only with your sling, you must first battle your way past soldiers, boulders, and the shield bearer before meeting your giant enemy.

Stone Tablets and Strength

To maintain your strength, pick up Stone Bible Tablets whenever you find them. They provide you with hints and biblical inspiration.

Gather Those Sheep!

Levels 1-4 will keep you busy preparing for your battle against Goliath. Avoid acorn-throwing squirrels, rams, lions, bears and scorpions as you search the landscape for your wandering sheep. Carry up to four sheep at a time to the flashing arrow on the right side of the level. Once you have returned all four to the pen, it's on to the next and more challenging level.

And You Think the Shield Bearer Is Tough . . .

Level 5 arms you with your trusty sling as you avoid soldiers, scorpions and falling boulders to reach Goliath's battling ground. But first, you must get past his shield bearer.

Bonus Hints

Here are a few more hints to help you master Bible Adventures.

Noah's Ark

You can save on the number of trips you make to the ark door by stacking up to four animals or objects above Noah's head at a time.

When carrying cows or bulls you'll notice they fall off your stack when Noah jumps. You can avoid this by climbing up the tree to the immediate left or right of the ark with your stack of cows and bulls. Just remember never to jump up. Climb to the very top of the tree and fall onto the ark. From there you can jump down (press DOWN while jumping) to the ark door.

On Level 3, be patient with the fruit and coconut monkeys. After a while, you will figure out where they like to climb, rest and throw the items that you need.

Baby Moses

If you are quick, you can pick up both the bricks the kids throw and the spiders. Using the rotate stack control (see CONTROLS section), you can make sure Baby Moses rests safely on top of the stack where he will not get knocked off.

It's pretty tricky, but you can also use the bricks to defend yourself against the soldiers.

David and Goliath

If you are having trouble reaching Goliath on level 5, don't fret. Although you can see the shield bearer above you, you must first do a running jump to the cliffside to the left. Climb all the way to the top of the left cliff and then do a running jump to the top of the right cliff. Here you must use your wits to first defeat the shield bearer and then battle the mighty Goliath.

IF YOUR GAME DOESN'T WORK

Nintendo Entertainment System®: Insert cartridge in and out of the system several times to make sure all connections are clean. If after inserting this cartridge in your system, the TV screen proceeds to flash on and off for more than 9 times, you may get an immediate exchange by exercising the steps listed below.

Game Boy® or **Sega Genesis™:** Insert cartridge in and out of the system several times to make sure connections are clean. If cartridge still fails to work, you may get an immediate exchange by exercising the steps listed below.

IBM/PC® or **Compatible:** Check to make sure your computer system meets the minimum requirements listed on the back of the box. This game will not run on monochrome or CGA systems. You must have EGA or VGA. If you get a "Not Enough Memory" error, follow the instructions found in the beginning of this manual. For detailed installation and memory instructions, use the DOS commands PRINT or TYPE to view the README file located on the installation disk (Disk 1 of 2 if you are using the 5¼" disks). Although you can install from either the 3½" disk or the two 5¼" disks, the game will only run off a hard drive or a 3½" drive. If the software still fails to work, you may get an immediate exchange by exercising the steps listed below.

RETURNING YOUR CARTRIDGE/SOFTWARE

1. If your cartridge/software still fails to work, then call either 1 (800) 77-BIBLE or (714) 528-3456 in the USA or Canada for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBER IS NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515. You will be charged $.75/min.
2. Return the cartridge/software in its original box, freight prepaid, with a copy of your sales receipt to the following address with the RMA# on the box, within the 90-day warranty period. WISDOM TREE, INC., Customer Service, 2700 E. Imperial Hwy., Bldg. A, Brea, CA 92621

PLEASE DO NOT RETURN CARTRIDGE/SOFTWARE TO STORE.

. . . where it was originally purchased. Your game system may require a special cartridge or software. We will be glad to exchange your cartridge/software and express it to you.

90 DAY LIMITED WARRANTY

Wisdom Tree, Inc., (MANUFACTURER) warrants to the original purchaser that this Wisdom Tree game, cartridge/software shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. Wisdom Tree, Inc., also warrants that the software, as originally purchased will perform in conformance with the specifications as stated in the packaging and the user manual. If a defect covered by this warranty occurs within the warranty period, Wisdom Tree will at its option repair or replace the defective cartridge/software free of charge (except for the cost of returning the original product). This warranty shall not apply if the cartridge/software has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship. The provisions of the warranty are valid in the United States and Canada only.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

REORIENT the receiving antenna.
RELOCATE the game system with respect to the receiver.
MOVE the game system away from the receiver.
PLUG the game system into a different outlet so that game system and receiver are on different circuits.

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(Screen photos from PC version.)

Bible Adventures Evaluation Sheet

Game System Used On: NES® PC Game Boy® Sega Genesis™

Please rate the following:

	Excellent		Fair		Poor
Entertainment	A	B	C	D	F
Education	A	B	C	D	F
Biblical Accuracy	A	B	C	D	F
Challenge	A	B	C	D	F
Graphics	A	B	C	D	F
Sound	A	B	C	D	F

How did you find out about *Bible Adventures*?

Magazine Radio Newspaper Television Church Sunday School
Youth Group Bookstore Friend Ad in Game Box Other: _____

When did you purchase *Bible Adventures*? _____/_____/_____

What did you like most about *Bible Adventures*? _____

_____

What did you like least about *Bible Adventures*? _____

_____

What suggestions do you have for a Wisdom Tree video game?_____

_____

_____

Would you buy another Wisdom Tree video game? Yes _____ No _____

If not, why? _____

_____

_____

What game systems do you own? NES® Game Boy® Super NES® IBM/PC®

Macintosh® Atari® Sega Genesis™ TurboGrafx™ Lynx™ Game Gear™

Other: _____

Name: _____

Phone: (_____) _____ Age: _____

Address: _____

_____

☐ Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions. _____

_____

_____

_____

Send to: Wisdom Tree, Inc.
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Brea, CA 92621

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