

# GAME INSTRUCTIONS

Plays on the Atari® Video Computer System™ and  
Sears Tele-Game® Video Arcade®

# KOONUTS

 **Telesys**  
FUN IN GAMES.



## **BOMBS AWAY!**

Coco the crazy monkey is on the loose again, hurling coconuts down on our intrepid jungle explorer, Stanley I. Presume.

Your job? Help Stanley avoid those falling coconuts. But be prepared. The better you do, the crazier Coco gets, and the faster the coconuts fly.

## **OBJECT OF THE GAME**

Make Coco go Nuts! And get the highest possible score before Coco knocks you out.

## **GETTING READY TO PLAY**

Play with one or two players using the Joystick Controllers. Always be sure the power is off before inserting or removing the CocoNuts cartridge from your video game system. Use the controller plugged into the LEFT CONTROLLER jack for one player games. Hold the controller so the red button is to your upper left.

## **DIFFICULTY SWITCH**

With the difficulty switch in the "B" position, Stanley moves quickly, making it much easier to dodge coconuts—and drive Coco nuts! The "A" position slows Stanley down, making your job much more difficult.

## **TO BEGIN PLAY**

Press game reset. (For two-person game press game select button and then reset.) Push red button when you're ready to be bombarded. Move the joystick controller from side to side to make sure Stanley doesn't get hit.

## **HOW THE GAME PROGRESSES**

Stanley starts out well-equipped, with both an umbrella and a pith helmet. Hit number one—he loses the umbrella, Hit number two—bye bye helmet.

But all is not lost! Upon reaching 500 points—and again at 1500 points—you earn back the last piece of equipment Stanley lost. The game is over when Stanley takes a hit directly on the head.

You'll notice that even crazy monkeys have to rest! So the coconuts come in series and then stop. (You might want to catch your breath too!) To continue play just press the red button. That makes Coco madder and madder. And he starts throwing faster and faster.

## SCORING

You earn points every time Coco misses. The faster the coconuts fly, the higher your score.

| Series   | Points per coconut |
|----------|--------------------|
| 1 and 2  | 5 pts.             |
| 3 and 4  | 10 pts.            |
| 5 and 6  | 15 pts.            |
| 7 to end | 20 pts.            |

## TWO PLAYER GAME

(For two-person game press game select button and then reset.)

Players alternate each time Stanley gets hit by a coconut. Stanley changes color and the next player pushes the red button on the joystick controller to start his turn. Scores are color-coded, corresponding to player colors.

Play continues until both players are knocked out.

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