FOR THE ATARI® 2600™ AND ALL COMPATIBLE SYSTEMS

Congo Bongo™

OFFICIAL ARCADE VERSION

SEGA®

VIDEO GAME CARTRIDGE

You're a hunter on a jungle safari. The jungle is full of creatures determined to give you a run for your life but none of them can match the mischief of CONGO BONGO, the jungle gorilla.

On the first screen you'll have to climb Jungle Mountain to get the gorilla. Climb the cliffs and leap across the chasm. Don't get a monkey on your back or you won't get anywhere. Watch out for the coconuts CONGO will throw your way. They're deadly!

The second screen takes you to the Great Jungle River in your search for CONGO BONGO. You'll have to cross the river by hopping on hippos, floating lily pads and man-eating fish. Once you cross you'll have to deal with charging rhinos and they're no fun. One slip and it's safari heaven!

USING YOUR CONTROLS

1. Insert the game cartridge with power off.
2. When you turn power on you will hear the opening theme, and see the copyright notice.
3. Use GAME SELECT to play with one or two players. Players take turns. Player 1 uses the left joystick and Player 2 uses the right joystick.
4. Press GAME RESET or joystick button to start the game.
5. Use the joystick to move and climb the hunter. The hunter jumps when you press the fire button.

6. Skill switches select play options:
   LEFT—Selects numbers of lives.
   B/Novice: select five lives.
   A/Expert: select three lives.
   RIGHT—Select speed of the hunter.
   B/Novice: slow speed (easier to control).
   A/Expert: fast speed.

HOW TO PLAY

SCREEN 1—JUNGLE MOUNTAIN

Here you must climb up the mountain without falling off, while avoiding the killer coconuts CONGO will throw your way.

In play levels 1 - 3 there is a safe path area close to the wall but it gets smaller as play levels increase.

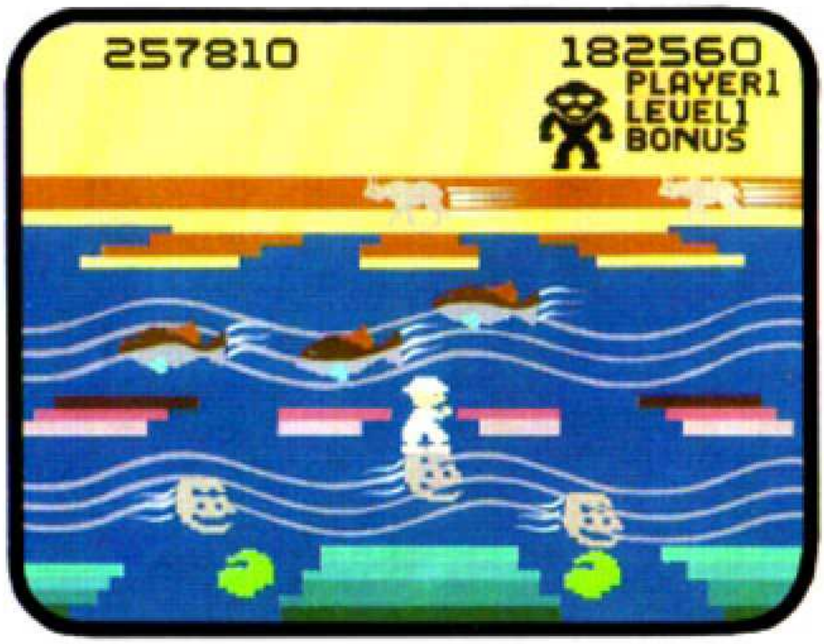
Also the coconuts will follow you more closely as play levels increase. After you cross the bridge, carefully jump the ledge. Don't stay on the ledge too long or it caves in taking one of your three lives with it.

Next you come to Monkey Plateau. Up here you'll be bothered by two pesky chimps. If they hop on your back they'll slow you down to a crawl. Jump your hunter twice to get the chimps off your back. As play levels increase the monkeys become more annoying.

After you cross the river climb the last two steps to CONGO'S perch, and run up to the light green of Congo's turf. Your success is rewarded with a quick trip to the next jungle encounter...The Great Jungle River.

SCREEN 2—THE GREAT JUNGLE RIVER

Here the hunter must jump across the river on lily pads, hippos to the safe island and the ferocious fish. Avoid the charging Rhinos to get to CONGO on the other side.



Player must first jump to the lily pads and/or the hippos to get to the safe islands.

The lily pads move in a simple pattern in play levels 1-4, but get harder to jump on in higher play levels. Be sure to land on the lily center, as they are floating and sinking and you might fall off the edge.

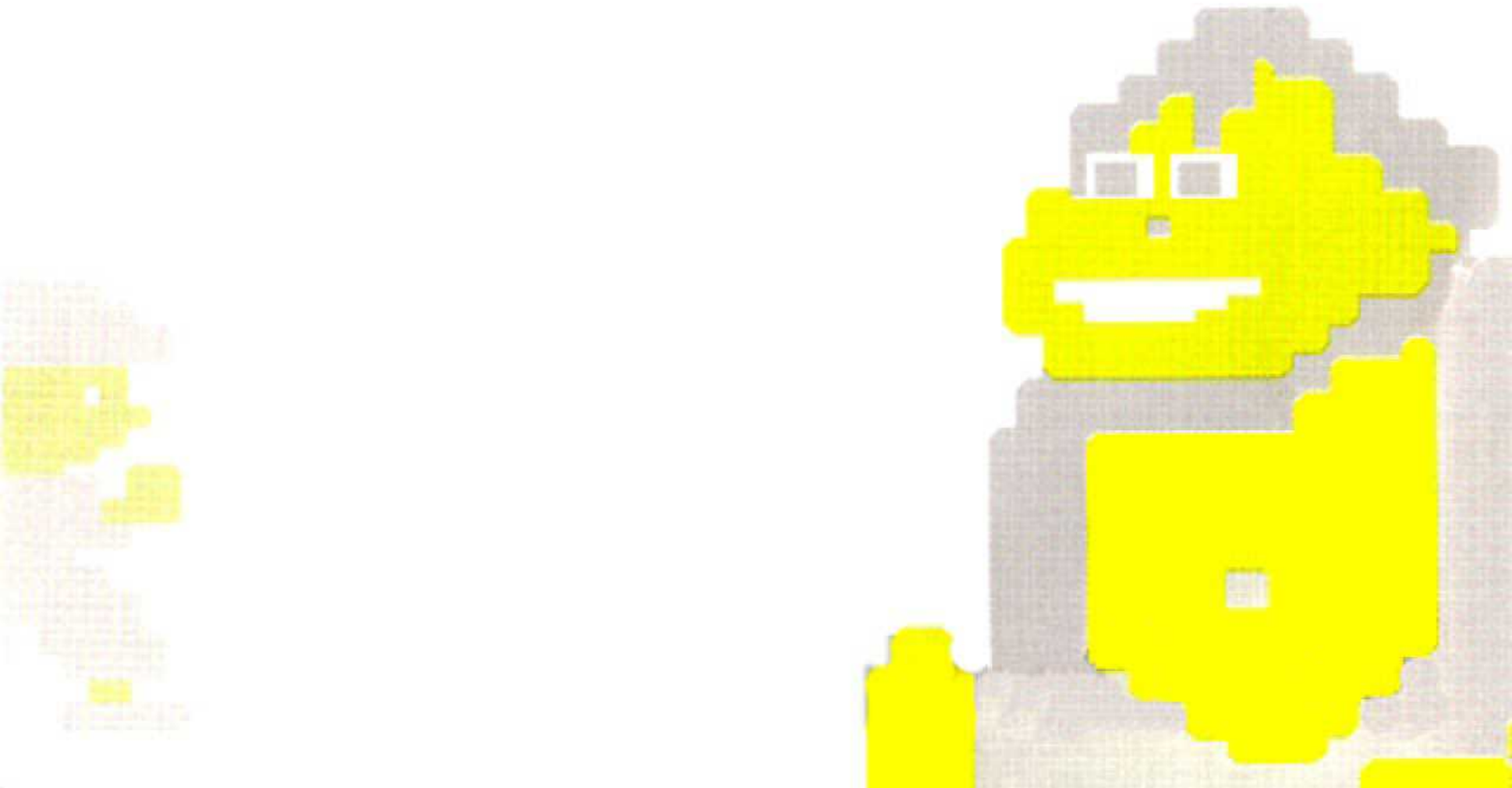
Hippos and fish only allow the hunter to stand on them for a limited time before tossing you into the water. The time limit gets shorter as play level increases. Fish change color just before snapping.

Be careful if you land on the fish's tail...they can flip you into the water and you lose one life.

Once safely on the other side, watch out for raging RHINOS. Be careful to avoid them as you go across.

Keep walking across the far side and get to CONGO BONGO.

SCREEN 3—THE HUNTER gets even
Here you will enjoy lighting CONGO with play fire. But don't worry—CONGO can take the heat and will return to harrass you in Screen 1 at the next play level.



SCORING

You begin each screen of play level #1 with 5000 bonus points. The number of bonus points steadily decreases by 100 points until you reach zero and have run out of time. As you advance play levels the beginning number of bonus points is higher:

PLAY LEVEL 2	6000 points
PLAY LEVEL 3	7000 points
PLAY LEVEL 4	8000 points
PLAY LEVEL 5 or more	9000 points
EACH STEP TAKEN	10 points
JUMPING ACROSS THE CHASM	500 points

When you earn 10,000 points you receive an additional life. You will play that life immediately after your current life is over.

PLAY HINTS

1. At the beginning of the first screen, there are some safe spots on the far left where you can avoid coconuts.
2. To cross the bridge, notice that the coconuts come in waves.
3. On Monkey Plateau, there are a few safe spots near the river's edge.
4. On screen number one you can safely jump over the river any place along its bank. The further away from the white water edge the safer it is to jump.
5. On screen number two jump very carefully from place to place.
6. HAVE FUN!

MORE GREAT GAMES FROM SEGA

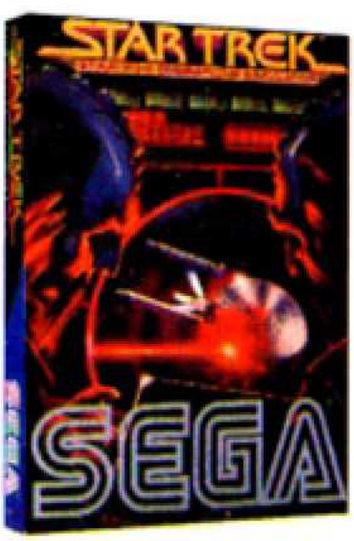
STAR TREK™

STRATEGIC OPERATIONS SIMULATOR

VIDEO GAME CARTRIDGE

Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy...the mine-laying NOMAD!



Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges...but remember only you can save the Federation!

OFFICIAL ARCADE VERSION

MORE GREAT GAMES FROM SEGA

BUCK ROGERS™
PLANET OF ZOOM

VIDEO GAME CARTRIDGE

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy..the MOTHER SHIP!

- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!

OFFICIAL ARCADE VERSION

Copyright © 1983 SEGA ENTERPRISES, INC.
CONGO BONGO is a trademark of Sega Enterprises, Inc.
STAR TREK is a trademark of Paramount Pictures Corporation.
BUCK ROGERS is a trademark of The Dille Family Trust.
ATARI and 2600 are trademarks of Atari, Inc.

SEGA®