TEXAS INSTRUMENTS
COMPUTER SOFTWARE

Official Arcade Version

Congo Bongo™

Congo Bongo is a trademark of SEGA ENTERPRISES, INC.

ENTERTAINMENT CARTRIDGE

Designed for use with the TI-99/4A Home Computer only.
The game can be played using the optional Joystick Controllers—sold separately.

You are a hunter on a jungle safari. Reach the mischievous Congo Bongo by escaping wild monkeys, skull-crushing coconuts, and poisonous snakes. Ominous jungle drums warn you of the dangers that lie ahead—but it's too late to turn back!

SEGA®

Congo Bongo™

Book developed and written by: Staff members of Texas Instruments Instructional Communications.

You are a hunter on a safari. Journey up rocky cliffs and across the treacherous river in your search for Congo Bongo—king of the jungle. Beware of tropical dangers! You can lose your life if you come in contact with skull-crushing coconuts, poisonous snakes, or wild monkeys. Survive the other perils of the jungle to come face to face with Congo Bongo.

With Congo Bongo, you can

- Brave dangers on mountain cliffs and jungle river banks

- Enjoy lively graphics that enhance your adventure

- Hear sound effects that add to the excitement of your jungle safari

- Experience more challenging levels as your skills improve

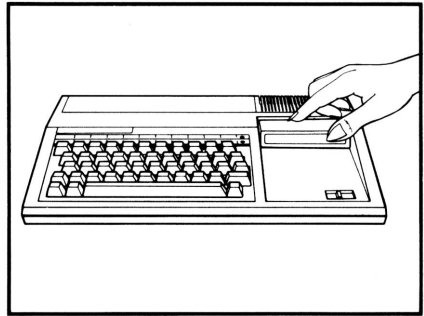- Select keyboard or Joystick Controllers

Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.

2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).

3. Turn the computer ON, and wait for the master title screen to appear.

TEXAS INSTRUMENTS

HOME COMPUTER

READY – PRESS ANY KEY TO BEGIN

© **1983 TEXAS INSTRUMENTS**
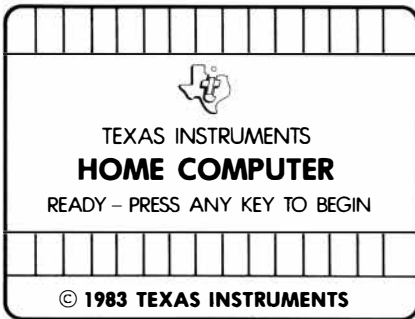
4. Slide the cartridge into the slot on the console.

5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.

2. Remove the cartridge from the slot.

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Journey through two jungle terrains. Your challenge is to first climb the steep mountain and then cross the great river to Congo Bongo's hideaway. You begin each safari with five hunters. Dangers threaten you at every turn. Be careful! With one false step, you lose a hunter and return to the beginning of the trail.

When you reach Congo Bongo, your safari starts again at a faster pace and with new perils.

Climbing the Mountain

Find your way to the top of the mountain by trying different paths. Use your skill and agility to avoid constant danger.

You encounter

- Steep cliffs

- Swift streams

- Skull-crushing coconuts

- Poisonous snakes

- Wild monkeys

Crossing the River

Cross the river by jumping on lily pads, hippos, islands, or fish.

You face

- Fast-moving waters

- Dangerous heights

- Charging rhinos

Losing a Hunter

You begin each game with five hunters. The number of remaining hunters appears in the lower right corner of the screen.

Hunters are lost when they

- Fall off a cliff

- Fall into the water

- Are struck by coconuts

- Are tossed off a cliff by wild monkeys

Advancing to New Levels

You advance to the next level of play when you reach Congo Bongo's hideaway in the high cliffs on the far river bank. The hunter returns to the foot of the jungle mountain to begin another climb. The game becomes more difficult as its speed increases and you encounter more wild beasts.

When the title screen appears, press any key to begin. The hunter starts the safari at the bottom of the mountain. Move the hunter with either the keyboard or the Joystick Controllers. Make the hunter jump to cross streams and rivers. Beware of attacking monkeys! If one catches you, escape it by jumping. If two **monkeys catch you, there is no escape. They throw you off the cliff!**

Using the Keyboard

Move the hunter by pressing these keys.

Press	Action
(→) **D**	Moves hunter right
(←) **S**	Moves hunter left
(↑) **E**	Moves hunter up
(↓) **X**	Moves hunter down
Y	Makes hunter jump

Using the Joystick Controllers

Move the hunter by using the Joystick Controllers.

Press	Action
Lever right	Moves hunter right
Lever left	Moves hunter left
Lever forward (away from **FIRE** button)	Moves hunter up
Lever backward (toward **FIRE** button)	Moves hunter down
FIRE button	Makes hunter jump

Note: The **ALPHA LOCK** must be in the OFF (up) position when Joystick Controllers are used.

Earn points for each step your hunter takes on the safari. Score additional points by jumping while climbing the mountain. The game ends when you lose five hunters. You can end the game at any time by pressing QUIT.

Scoring

Your score is automatically calculated and appears on the screen.

Action	Points
Takes a step	10
Jumps while climbing mountain	190

Ending the Game

The game ends when you

• Lose five hunters

• Press **QUIT**

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desklamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then press any key to make the master selection screen appear. (**Note:** In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer off and wait a few seconds. Then, reinsert the cartridge and turn the computer on again.

Three-Month Limited Warranty Home Computer Software Cartridge

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

Warranty Coverage

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.**

Warranty Duration

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Performance by TI Under Warranty

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

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Texas Instruments Consumer Service Facilities

U.S. Residents:

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Canadian Residents:

Texas Instruments Consumer Service
41 Shelley Road
Richmond Hill, Ontario, Canada
L4C5G4

Consumers in California and Oregon
may contact the following Texas
Instruments offices for additional
assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

**Important Notice of Disclaimer
Regarding the Programs**

The following should be read and
understood before purchasing and/or
using the software cartridge.

TI does not warrant that the Programs
will be free from error or will meet the
specific requirements of the consumer.
The consumer assumes complete
responsibility for any decision made or
actions taken based on information
obtained using the Programs. Any
statements made concerning the utility
of the Programs are not to be construed
as express or implied warranties.

**Texas Instruments makes no
warranty, either express or implied,
including but not limited to any
implied warranties of
merchantability and fitness for a
particular purpose, regarding the
programs and makes all programs
available solely on an "as is" basis.
In no event shall Texas Instruments
be liable to anyone for special,
collateral, incidental, or
consequential damages in connection
with or arising out of the purchase or
use of the programs and the sole and
exclusive liability of Texas
Instruments, regardless of the form
of action, shall not exceed the
purchase price of the software
cartridge. Moreover, Texas
Instruments shall not be liable for
any claim of any kind whatsoever by
any other party against the user of
the programs.**

Some states do not allow the exclusion
or limitation of implied warranties or
consequential damages, so the above
limitations or exclusions may not apply
to you in those states.

TI–99/4A

Press	Action
(→) D	Moves hunter right.
(←) S	Moves hunter left.
(↑) E	Moves hunter up.
(↓) X	Moves hunter down.
Y	Makes hunter jump.
FCTN = (**QUIT**)	Returns to the master title screen.

If the optional Joystick Controllers are used, you have four directions to maneuver the hunter. Move the lever in the desired direction. Press the joystick **FIRE** button to make the hunter jump.

Note: The **ALPHA LOCK** must be in the OFF (up) position when using the Joystick Controllers.

Texas Instruments invented the integrated circuit, the microprocessor, and the microcomputer. Being first is our tradition.

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