

FOR THE AM<sup>®</sup> 5200™ GAME SYSTEM

# Congo Bongo™

OFFICIAL LICENSED VERSION



# SEGA

VIDEO GAME CARTRIDGE

**Y**ou're a hunter on a jungle safari. The jungle is full of predators. You're intended to give you a run for your life, but none of them can match the macho of CONGO BONGO: the gorilla.

The object of the game is to get even with CONGO while collecting as many points as possible. But watch your step... one slip and it's a coffin heaver!

CONGO BONGO features:

- ONE OR TWO PLAYER, SINGLE PLAY
- TWO TROPICAL, 3-D GRAPHIC GAME SETTINGS
- MULTIPLE PLAY LEVELS OF INCREASING DIFFICULTY

## U S I N G   Y O U R C O N T R O L S

**I**f you turn the game on you see the CONGO BONGO logo screen with the high score. The screen changes, and asks you to choose one or two players and if the game is controlled by joystick.

- "1" is pushed for one player game
- "2" is pushed for two player game

When the joystick is used, player one uses the left control and player two uses the right control. The joystick is used to make the hunter walk, or climb. The fire button is used to make the hunter jump. In a two player game the players take turns alternately.



## HOW TO PLAY

**T**HE SCREEN AND GAME PLAY CONGO BONGO consists of two separate jungle scenes. Above the jungle scenes are two player scores and to the right of each score is the number of lives that player has left and also by what turn. Between each player's score is the player number one or two. The score points and the play level are in the upper right corner of the screen.



### **DONGO'S #1**

The first screen takes you to Jungle Mountain. Here you try to reach DONGO at the top of the perch. You must climb up the mountain while avoiding the coconuts falling from the top of DONGO'S perch. You lose one of your three lives each time you

- GET HIT BY A COCONUT
- FALL INTO THE WATER
- FALL OFF A LEDGE
- RUN OUT OF BONUS TIME

When you jump across the chasm the cliff falls and you can't jump back.



You then climb to Monkey Platform. At the first level of play no monkeys jump on you. At the second level one monkey can jump on you preventing you from going further. After the second level of play two monkeys can jump on you and actually throw you over the cliff. To get the monkeys off your back you must jump three times without moving direction.

After you cross the first avoiding the coconuts, you will reach DONGO'S perch then automatically move to the next screen.

## SCREEN #2

Now you've reached *The Great River Fly* to cross the lagoon on its back by jumping on islands, lagoon and fishes and once you've crossed watch out for changing rivers on the other side.



Just as in screen #1, the jungle dangers increase as the play levels advance.

1. The fly picks up its back route.
2. At the first and second levels the fish were open their mouths to snap at you. At levels three and four only the two fish on the far right open their mouths. From the top glass lowering, all four fish open their mouths to snap at you. When you are on a fish that snaps you lose one life. The fish will warn you before they snap by changing the color of their heads to yellow. When you reach the other side of the river you have to watch for rapids ahead. When you reach the sloping CORAL you get to give him the top hat he deserves. After a brief pause to enjoy your victory you automatically land yourself back at screen #1 but at the next more difficult play level. In screen #2 you lose a life each time you:

- FALL OFF A SWIMMING LILY PAD
- GET Bitten BY A FISH
- FALL OFF A FISH
- GET HIT BY A HAZARD RIVER
- FALL OFF AN ISLAND
- FALL OFF A HIPPY
- BEHIND TIME PUNISH OUT

**S****C****O****R****I****N****G**

**E**ach step the hunter takes awards 10 points. Jumping onto a ledge awards 200 points. Jumping across the stream awards 500 points.

Each screen begins with a BONUS amount that increases as play level increases.

LEVEL	BONUS
1	5000
2	6000
3	7000
4	8000
5-6	9000

The bonus is reduced every tick of the game clock. If the bonus is reduced to 0000 before reaching the screen and the hunter will run out of time and lose one life.

The hunter has three lives per game. But if the total score reaches 10,000 points, one additional life will be awarded and the rules play screen will occur immediately.

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VIDEO GAME CARTRIDGE

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OFFICIAL ARCADE VERSION

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Now you can experience the thrills and challenges of space combat. No other battle after all who know space better than Buck Rogers and who know great games better than SEGA.

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