

# JUNGLE HUNT

THE 1981/82

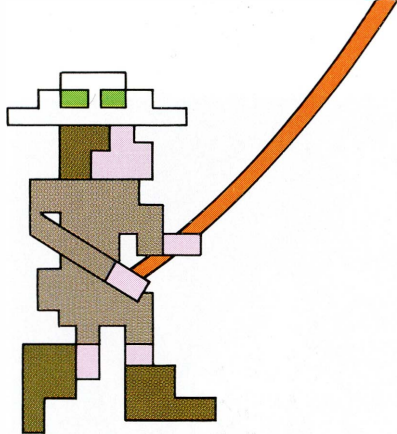


FROM

**ATARISOFT™**

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# TO THE I



## STARTING THE HUNT

NOTE: Compatible with all TI 99/4A computers except units with a Version 2.2 Operating System.

Load the JUNGLE HUNT cartridge into your TI 99/4A Home Computer as explained in your computer owner's guide, and turn on your computer. Plug joysticks into the joystick controller. NOTE: Make sure the ALPHA LOCK key is in the up position when using joysticks. If you are not using joysticks, consult the Keyboard Control Chart for instructions on using the keyboard.

The Master Title Screen should be displayed on the screen. Press any key to display the master selection list. Press the numbered key which corresponds to Jungle Hunt and

the game title screen will appear. Press any key to display the Options Screen, which will allow you to choose one of three difficulty levels. Press ENTER to proceed directly to game play.

Press P to pause at any time during game play, and any other key, joystick, or "FIRE" button to reactivate the game after a pause.

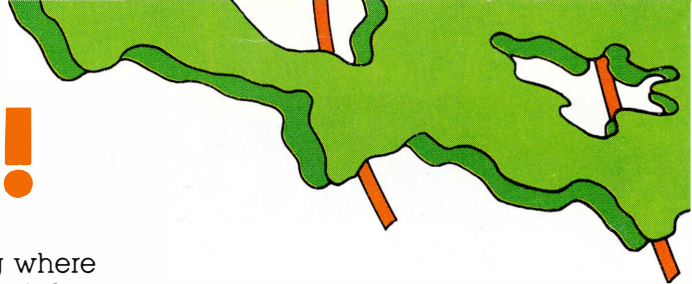
## KEYBOARD CONTROLS

	Right Handed	Left Handed
Up	E	I
Down	X	M
Left	S	J
Right	D	K
Fire Button	Y or .	Q or V

## THE PRIMITIVE JUNGLE

You and your travel companion were enjoying a leisurely jungle safari when suddenly you were accosted by two savage cannibals. They spirited away your lady friend and plan to stew her up for dinner. You'd better rescue her quickly or your sweetie will be supper!

# RESCUE!



But you have an inkling where they've taken her. To reach her, you must swing through an impassable jungle on ropes, swim through a crocodile infested river, maneuver through a landslide of boulders, and finally fight off the horde of savages wielding poisoned spears. Your darling is suspended over a steaming cauldron of bubbling broth, and is steadily slipping into the drink.

## ON WITH THE HUNT

The hunter starts each game with four lives and earns a fifth upon scoring 10,000 points. When the hunt starts, your timer will count down from 5000. You must reach your lady love before it runs out. You'll score more bonus points for rescuing her quickly, so don't waste time!

The forest will test your coordination and timing as you swing from the dangling ropes and jump by pressing the "FIRE" button from one to the next. Since some ropes swing faster than others, you'll have to time your leaps carefully. Don't wait too long to jump, or the hunter will become weak and fall into the brush.

From the last of the trees, you jump into the crocodile infested river. Once in the water, you must swim out of the way of the crocs or fend them off with your knife. Press the "FIRE" button to stab them. Beware: make sure you stab them in the snout — your knife is useless if their mouths are open. Keep an eye on the air gauge though, because if you run out of air while under water, you'll lose a life. Just resurface to replenish your air supply. When you reach the river bank, the boulder field lies ahead.

As the rocks tumble toward you, jump over them or run beneath to avoid being crushed. You can control your left or right movement with the joystick, leap into the air by pressing the "FIRE" button, and jump higher if the joystick is pressed up.

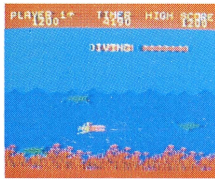
Once you've passed the boulders, you're finally in reach of your companion, but she's being guarded by spear-wielding savages. You must dodge the dancing cannibals by running left or right and jumping over their spears. You finally leap up to your love for a tearful reunion, followed by a reward of additional bonus points for any time remaining.

# SCORING



## FOREST SCENE

- Each successful jump on rope . . . . .100
- Bonus for finishing . . . . .500



## WATER SCENE

- Stabbing crocs:
  - Novice level . . . . .100
  - Experienced level . . . . .200
  - Advanced level . . . . .300
- Bonus for finishing . . . . .500



## ROCK SCENE

- Leaping over rock . . . . .200
- Running under rock . . . . .50
- Bonus for finishing . . . . .500



## NATIVE SCENE

- Leaping over natives . . . . .100
- Rescuing maiden . . . . .1000
- Plus any additional value remaining on timer

## BONUSES

An extra life for the Hunter is awarded at 10,000 points. The current number of Hunters in reserve is displayed at the top of the screen.

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