



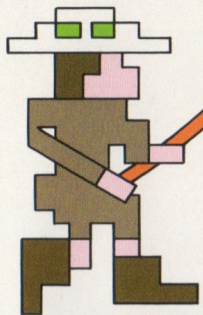
COMMODORE<sup>+</sup>  
VIC 20

# JUNGLE HUNT<sup>\*</sup>

FROM

**ATARISOFT<sup>TM</sup>**

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## STARTING THE HUNT

Insert the JUNGLE HUNT cartridge into your Commodore VIC-20 Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick into the controller jack. To initiate play immediately, press the "FIRE" button.

If you wish to set the options, press F1 to bring up the Option Screen. Press F5 to select the difficulty level. Each level can be played by one or two players. Press F3 for a two-player game. Press F3 again to return to a one-player game.

Once you have chosen the options you want, press the "FIRE" button to go immediately to game play. During the game, you may press F1 to restart the game with the same options, or press F5 to change options. Press the space bar to pause in the middle of the game, press the space bar again to resume play.

On European video monitors using the PAL System, you can

# TO THE RESCUE!

center the game image by pressing the cursor keys. NOTE: Use of the keyboard except as specifically instructed in the manual can affect game play.

## JOYSTICK CONTROLS

In the Rope Scene, press the "FIRE" button to jump from rope to rope. In the River Scene, moving the joystick right or left, moves the hunter forward or backward. Moving the joystick up or down moves the hunter up or down. The "FIRE" button lets the hunter strike his knife. To avoid the boulders, push the joystick left or right to run up the hill. Press the "FIRE" button to jump over the boulders. If you press up on the joystick you can jump higher. Press the joystick down to duck under a boulder. In the final scene, use the "FIRE" button to jump over the cannibals.

## THE PRIMITIVE JUNGLE

You and your travel companion were enjoying a leisurely jungle safari, when suddenly you were attacked 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!

Luckily, you have an idea 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 pot of bubbling broth, and is steadily slipping into the drink.

## ON WITH THE HUNT

When the hunt starts, your timer will count down from 5000. You must reach your lady love before it runs out.

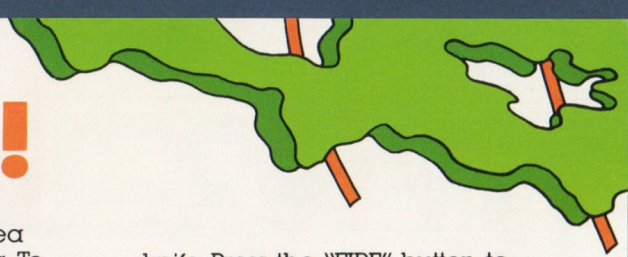
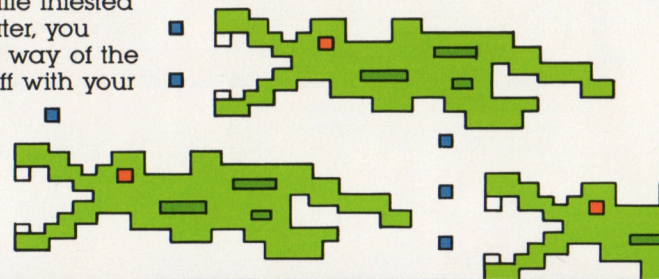
The forest will test your coordination and timing as you swing from the dangling ropes and jump from one to the next. Since some ropes swing faster than others, you'll have to time your leaps carefully. Watch out for other inhabitants of the trees.

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

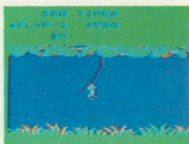
knife. Press the "FIRE" button to stab them. Keep an eye on the air gauge though, because if you run out of air while under water, you'll lose a life. Just resurface to replenish your air supply. Be careful of the bubbles! If you are caught in them your travel to the surface will be delayed. When you reach the river bank, the boulder field lies ahead.

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

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. If she's too high when you leap, you drop into the brew.



# SCORING



## FOREST SCENE

Jumping to a rope . . . . .100



## WATER SCENE

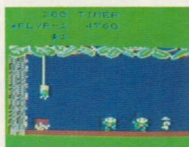
Stabbing a crocodile  
(mouth closed) . . . . .100  
(mouth partially open) .200

Stabbing a rogue crocodile . .  
300



## ROCK SCENE

Running under a boulder .50  
Ducking under a boulder 100  
Jumping over a boulder .200



## NATIVE SCENE


Jumping over a cannibal . . . .  
100

## BONUSES

Bonus life . . . . .At 10,000 points  
Rescuing Lady . . . . .3 x Timer value  
Each time you exit a section of the jungle . . . . .500 points

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