



INSTRUCTIONS FOR K O N G

KONG operates on the 99/4(A) computer in Extended BASIC, utilizing joysticks. It requires a good degree of timing, planning and experience and increases in difficulty as the game progresses. Please take the time to read these instructions to assist you in enjoying some of its finer points. Things that at first seem difficult will become progressively easier with practice.

The key to high scores is learning to coordinate the joystick and fire button to position KONG for the next move, especially on the screens after the first one. KONG MUST be given time to react to your commands and recover from a jump.

OBJECT OF THE GAME:

KONG must fight his way to the top of the warehouse to save Roxanne, a damsel in distress on the top floor. KONG is hindered by objects hurled at him by the villainous Igor. Igor has set a bomb in motion toward Roxanne, so time is limited.

Each successful rescue is followed an even more challenging configuration, variously requiring you to jump KONG over barrels, bombs, discs and missing sections of scaffolding.

Points are scored as each successive level is attained and with each additional screen. Extra points are available as explained in the scoring section of these instructions. The high score is shown at the end of each game.

HOW TO PLAY:

Load and run KONG as explained in the cassette or disk section of these instructions.

You will first be reminded to place the "alpha-lock" key in the up position (so that the joysticks will function in the upward direction). Depress the alpha-lock key so that it is in its "up" or "off" position.

You may then choose the joystick of your choice by pressing the "1" or "2" when the music begins. Then "TRIES" will appear at the top of the screen, showing that you have six tries to score as many points as you can. Extra TRIES will be awarded for each 6000 points that are scored. Each failure will reduce your TRIES by one. When all TRIES have been used, the game will end and the high score will be shown or updated.

Hold the joystick to the right to move KONG toward the ladder and use the "fire button" on the joystick to jump KONG over the barrels. The joystick and fire button may be used simultaneously to cause KONG to jump in the direction of the stick (left or right). When you reach the ladder, KONG may be directed up it by using the "up", "up/right", or "up/left" position of the stick as might be appropriate depending on KONG's position to the ladder. KONG will turn around as the "up" stick moves him up the ladder.

On the second level of some screens there is a hatchet that can be used to chop away the barrels on that level. It is reached by going toward it and KONG will use it to remove the barrels on that level, scoring extra points.

Proceed to the top level as fast as possible, as extra points are awarded for arriving sooner. If KONG is hit by an object OR the bomb reaches Roxanne (on the top level), KONG will fall from the scaffolding and that try will be over. The screen will be reset for another attempt at that screen again (not back to the beginning unless you were on the first screen) until all TRIES have been used up.

When you reach Roxanne, another scenerio will be presented, this time requiring you to jump over bombs. The bombs are somewhat higher than the barrels of the first screen and will require better timing. In addition, you must knock out all of the blue sections of the scaffolding TO GET A LADDER TO THE TOP LEVEL. The blue sections are knocked out when KONG steps on them, making a hole which KONG must JUMP over if he needs to pass that way again. Going up the right-most ladder on the lowest level is the key to arriving at the ladder when it appears. You will also notice that you must get further up the ladder to avoid being touched by the higher bombs.

Successive screens will present you with other configurations of blue sections that must be knocked out and missing sections of scaffolding that must be jumped over. Do not forget that positioning and timing is the key to continuous and prompt progress.

SCORING:

- 20 points for each level attained.
- 100 points for each barrel chopped with the hatchet.
- 100 points for each blue section knocked out.
- 1600 to 2500 points for rescuing Roxanne (adjusted for time taken to get to the top).
- Extra TRIES for each 6000 points scored.

END OF GAME:

When all TRIES have been used up, the HIGH SCORE for this session will be displayed and music will play. Press the fire button to play another game of KONG or hold down the FCTN key and press "4" (CLEAR) to terminate play (HIGH SCORE will be reset to zero). You may restart KONG by typing RUN and pressing ENTER, if you wish.

CASSETTE LOADING:

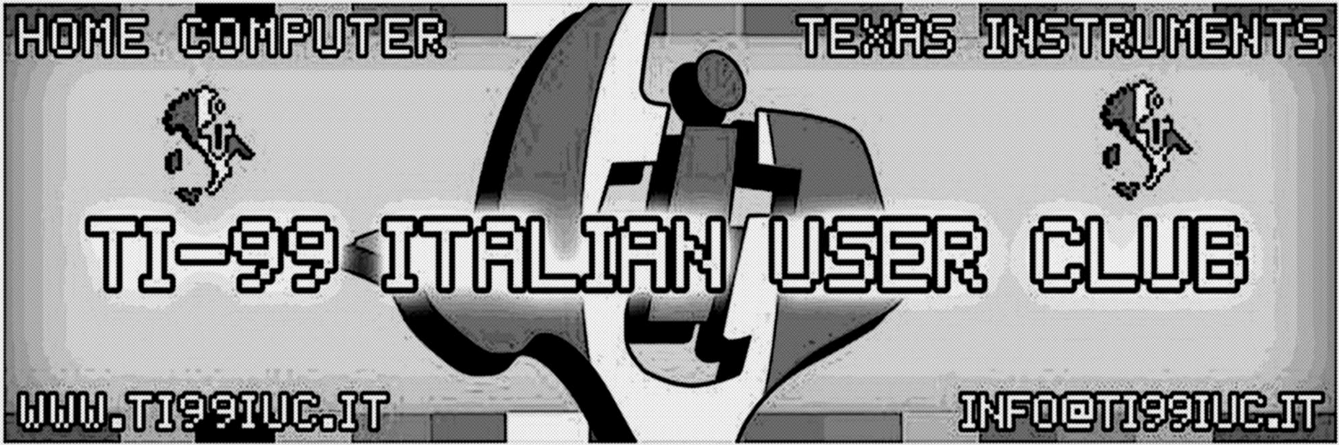
Load the cassette version by entering Extended BASIC and using the OLD CS1 and RUN commands or RUN "CS1" as explained in your Extended BASIC manual. Begin "READING" after the voice announcement of "KONG" and before the tone begins.

DISKETTE LOADING:

KONG will load and run if the KONG diskette is in the drive when you enter Extended BASIC. Otherwise, type RUN "DSK1.KONG", then press ENTER.

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