YOGI BEAR

A game by Dalali Software
With music composed by Matt Gray

LOADING THE GAME

Spectrum 48k: LOAD ""
Spectrum 128/Plus 2:   Select BASIC 48 and LOAD ""
Commodore cassette: SHIFT RUN/STOP
Commodore disc: LOAD "YOGI", 8, 1
Amstrad CPC cassette: CONTROL + small ENTER
Amstrad CPC disc: Run "YOGI"

PLAYING THE GAME

Grim tidings from Jellystone Park, folks! Yogi's little pal Boo-Boo has been bearnapped by a mean hunter, planning to make some loot by selling him to a circus. Boo-Boo is locked in a cage near the hunter's cabin....somewhere in Jellystone. Only Boo-Boo's fearless and faithful friend Yogi can save him.

Step into Yogi's paws, scour Jellystone and snatch Boo-Boo from the clutches of the hunter. It won't be easy. Running around Jellystone is a tiring business and Yogi's energy is quickly sapped. The energy meter at the bottom left of the screen shows Yogi's 'go' going down. He'll need to find plenty of food along the way—especially delicious picnic baskets left lying around by careless campers. But if he finds some fishermen, he may be able to pinch a fish or three from their hooks.

Yogi also loses energy fast when chased by enemies, buzzed by bees, bowled over by frogs, birds and geysers and whenever he hides from pursuers disguised as a bush (yes, seriously, a BUSH! This is a really smart bear, folks!).

It's a long and tricky trail through Jellystone. Watch the Boo-Boo-ometer at the bottom of the screen. It tells how far Yogi is from his imprisoned pal. Each part of Jellystone poses different problems—rivers to jump, lakes to cross, sharp-fanged snakes, angry campers, furious fat ladies, a mean-minded moose, hot-tempered hunters and, of course, Ranger Smith who chases Yogi as a matter of principle! Yogi's too nice a bear to fight back

but he may be able to lure his pursuers into trouble. Yogi's not the only one who can fall down holes or plunge into rivers and lakes!

As well as being full of crazy critters, Jellystone also has some mighty strange caves. Yogi will have to use them from time to time. Trouble is, when he goes in one, you never know where he's going to come out! It may be nearer to Boo-Boo or it may be further away.

Even if Yogi finds Boo-Boo, he'll have to grab the key to the cage. It's by the evil hunter's cabin and to get it Yogi has to cross some funny shaped stepping stones. If he hops on them in the wrong sequence, the hunter's bear alarm goes off and Yogi's in real trouble. How can Yogi know the right sequence? Well, luckily Boo-Boo has left a trail of toffee apples (can you believe this?!) with a clue stuck to each. As Yogi collects them he builds up the clues that will tell him the right sequence of stepping stone shapes to step on. Of course, if Yogi misses some clues on the way, he'll have to use guesswork and bears aren't well known for guessing right!

Time is running out for Boo-Boo. When Yogi starts his mission of mercy, it is January. When December comes, Yogi has to hibernate and Boo-Boo will never be rescued. So Yogi has to free Boo-Boo as quickly as possible and as the seasons change and hibernation gets near, things start looking bad for Boo-Boo.

SCORING
The object of the game is to save Boo-Boo in the shortest possible time. If you fail, you can measure how well you've done by how long you survived before loosing all your lives. So your score is the date on the calender, bottom right of the game screen. Either save Boo-Boo as early in the year as you can or, if you blow it, try to have at least survived for as long as possible. It's a twin scoring system. One for successful Boo-Boo-rescuers and the other for failed rescuers. If you manage to save Boo-Boo before the end of January, let Piranha know. We like to hear about miracles!

GAME CONTROLS
The game is best played with a joystick but both Spectrum and Amstrad versions have keyboard options that let you do everything a 'joysticker' can do.
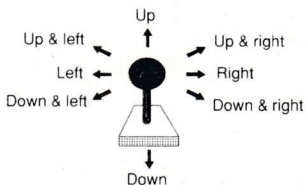
Joystick Controls

The Spectrum version defaults to the Sinclair joystick once loaded. Otherwise choose the option from the menu screen, pressing ENTER after your choice. The game can be used with Sinclair or Kempston joysticks and if you select the Cursor Keys option, it also makes it compatible with Protek.
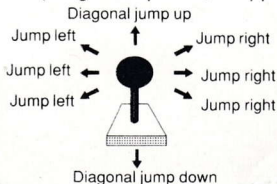
The following applies to joysticks used with all versions of the game.

Once the game is loaded, on the Commodore version only you can select the language for the calender by moving the joystick up or down to cycle through the national flags. When you have the required flag, press the fire button. On all versions, the fire button starts the gameplay.
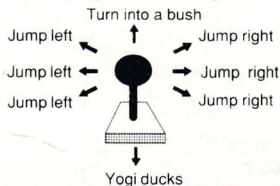
1 Joystick

```
                    Up
Up & left     ↖    ↑    ↗    Up & right
Left          ←    ●    →    Right
Down & left   ↙    │    ↘    Down & right
                  ╱──╲
                    ↓
                   Down
```

2 Joystick with fire pressed (Yogi near ponds, stepping stones etc)

```
                Diagonal jump up
Jump left      ↖    ↑    ↗    Jump right
Jump left      ←    ●    →    Jump right
Jump left      ↙    │    ↘    Jump right
                   ╱──╲
                     ↓
              Diagonal jump down
```

3 Joystick with fire pressed (Yogi NOT near ponds or stepping stones)

```
               Turn into a bush
Jump left      ↖    ↑    ↗    Jump right
Jump left      ←    ●    →    Jump right
Jump left      ↙    │    ↘    Jump right
                   ╱──╲
                     ↓
                 Yogi ducks
```

Keyboard Controls

Pause	Spectrum	H
	Commodore	RUN/STOP
	Amstrad	H
Quit	All versions	Q

Movement Keys

For Spectrum

Up	P
Right	X
Down	L
Left	Z
Fire	SPACE

Combine movement keys and FIRE as shown for the joystick to get the full range of controls.

If you select Cursor Keys option from the initial menu screen you should use Ø for the FIRE button.

For Amstrad

Up	]
Right	X
Down	\
Left	Z
Fire	Space

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