

# ***Roc 'n Rope***

Journey through the land that time forgot as you quest for the treasures of the legendary Golden Bird of Fortune.

## **THE STUFF OF LEGEND**

Is the Golden Bird of Fortune merely a legend, or does it really exist? Find out in Coleco's ROC 'N ROPE, a game of skill and speed.

In your quest for the Golden Bird, you'll journey through the land that time forgot--a prehistoric landscape made up of treacherous cliffs and dark caves. Scale the heights with your trusty rope and shine your powerful flashlight to daze the lumbering dinosaurs and swift-footed cavemen who chase you at every turn. And up at the top, a feathered fiend, the Flying Roc, tries to bop you with bouncing boulders.

Fortunately, the Golden Bird has left a trail of eggs containing magical powers. Gather them as you go and use their powers to make the dinosaurs and cavemen disappear into the depths below. But watch your step! If you lose your footing while perched on the edge of a cliff, you'll join your fallen foes!

The treasures of the Golden Bird are yours when you reach the apex. But your quest isn't over. The fabled bird awaits you at the top of yet another perilous maze.

For use with your ColecoVision or Super Action Controllers.

- \* For one or two players
- \* Select from four skill levels

## **GETTING READY TO PLAY**

**MAKE SURE THE COLECOVISION OR ADAM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

**One-Player Game**  
Use the Port 1 Controller

**Two-Player Game (Alternating Players)**  
Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until the player's explorer is eliminated.

Choose your challenge.

Press the Reset Button. The Title Screen for ROC 'N ROPE will appear on your TV. Wait for the Game Option Screen to appear. It contains a list of eight game options.

Skill 1 (Game Options 1 and 5) is the easiest, suitable for play by cub explorers.

Skill 2 (Game Options 2 and 6) is a little harder. Enemies are more clever and more dangerous.

**Skill 3 (Game Options 3 and 7) plays at the difficulty and timing of the arcade machine--just right for experienced explorers!**

**Skill 4 (Game Options 4 and 8) is tougher than the arcade machine. Don't try it unless you're up for a real challenge!**

**Select a game option by pressing the corresponding number on your controller keypad.**

## **USING YOUR CONTROLS**

**1. Control Stick: Move the Control Stick left or right to make your explorer move in the selected direction. Move it up (away from you) to make him grab a rope when he is at a rope stake, then left or right to make him climb in the selected direction. When your explorer reaches the top of a rope, he will pop up to the ledge above. If you move the Control Stick down (toward you) while your explorer is on a rope, he drops from the rope. If you move the Control Stick down while your explorer is standing on top of a hanging vine, he can climb down to the next level.**

**2. Side Buttons (ColecoVision Controller): Press the Left Side Button to make your explorer shoot a rope. Press the Right Side Button to make him shine his flashlight, whether he is on or off a rope.**

**Note: Your explorer cannot shoot a rope while still climbing a rope, while climbing a vine, or while riding on the elevator or the wheel of fortune.**

**3. Action Buttons (Super Action Controller): Press the Yellow Action Button to make your explorer shoot a rope. Press the Orange Action Button to make him shine his flashlight.**

**Note: Pressing any other Action Button has no effect.**

**4. Keypad: Press Keypad Buttons 1-8 to select a Game Option before beginning a game. Press \* after a game to replay the Game Option you have just completed. Press # after a game to return to the Game Option Screen.**

**Note: If you leave the game unattended for two minutes, the screen will go blank. At this point, the timer will stop counting down and the game music will continue to play. To return to the game screen, press any control on the hand controller. The game will resume at the point at which the screen went blank.**

## **HERE'S HOW TO PLAY**

**Tick . . . Tick . . . Tick**

**A Bonus Timer shows at the lower left of the scene. You must climb up to the Golden Bird before the timer hits zero. But be careful--don't let time slip through your fingers! If the timer hits zero before you reach the Golden Bird, you lose an explorer.**

**Close to the edge**

**When your journey begins, you face a series of dangerously steep cliffs. Don't walk off the end of a ledge, or you'll fall and lose an explorer! The Golden Bird awaits you at the top --but do you have what it takes to get there?**

**The end of your rope**

**There's only one way to scale those cliffs: Shoot your rope to a higher ledge, then start climbing! You'll have to be fast, but extremely careful. Rope-shaking dinosaurs are close on your heels and those fast-footed cavemen are just plain nasty!**

#### **Blinded by the light**

**If you're quick with the switch, you can use your flashlight to daze the dinos and cavemen just long enough to get past them. But be careful--they don't stay dazed for long! You can also use your flashlight on the Flying Roc with even better results--flash him at just the right moment and he'll be eliminated!**

#### **Quick get-away**

**Don't despair if you find yourself trapped on a cliff. See those hanging vines? Push the Control Stick down when you're standing on top of one and it will take you down to the next level where the coast is clear. Once you drop off a vine, you can't climb up again--they're one way only!**

#### **Movers and shakers**

**When a caveman or dinosaur grabs your rope, it's a sure sign that he's up to no good! While he's wrestling with the rope, stop climbing and hold on tight, or he'll shake it right out from under you! And if he starts climbing in your direction, move up or down--but get away, fast! If you can't get away, use your flashlight to stun him--then watch him fall from the rope!**

#### **On the ropes**

**You've made it to a ledge, but your enemy is still on your rope and headed your way. Quick! Shoot another rope and the first one disappears, eliminating any enemies on it!**

#### **Falling rock zone**

**All too soon, that sinister Flying Roc joins the action. He'll bombard you with bouncing boulders that have an uncanny way of homing in on your explorer. Keep your head up, dodge those boulders and keep on going--your troubles are far from over! Be careful--you can't stop the boulders with your flashlight.**

#### **Scramble for eggs**

**The eggs of the Golden Bird contain magical powers. Touch one, and the power is yours. Now you're energized, and you can radiate the egg's magic. Any cavemen, dinosaur or Roc you touch or daze with your flashlight will be eliminated--but don't expect the magic to last forever.**

#### **Birds of a feather**

**The Golden Bird has shed some fine feathers, and you can see them scattered about the ledges as you make your way onward and upward. Pluck these plumes for bonus points, then continue your climb.**

#### **Above and beyond**

**When you've reached the top ledge, hurry to the Golden Bird, then congratulate yourself. Your skill as an explorer has paid off, and you're ready for the challenges that await you during the next**

part of your adventure.

### **The wheel of fortune**

This wheel goes 'round and 'round. It doesn't stop, but can change direction. It allows you to hop on, then off at hard-to-get-to ledges. Take a ride to an elusive feather and earn those bonus points! Go after a magical egg, energize, then use the wheel or a rope or vine to get to those stone-age savages and eliminate them. And when getting on or off the wheel, watch your step, please! If you fall too far, you'll lose an explorer.

### **Going up**

See that crude lift that resembles a modern elevator? It's not exactly a mechanical marvel--but it does work. Wait until one of the lifts' moving platforms reaches the ledge you're standing on, then walk right on!

### **It's uplifting!**

You can ride the lift almost all the way up or down. Like the wheel of fortune, it can change direction. Walk off to grab a golden egg or a feather. But be careful--make sure you walk off the lift before it reaches the very top or bottom. Otherwise, you'll fall right off. And by all means, stay put until the coast is clear!

### **There and back again**

If you make it to the Golden Bird this time, pat yourself on the back. Then take a deep breath and get ready for the last leg of the journey.

### **Water pressure**

Just what every hot and thirsty explorer needs--cool water! It sure looks good, but if you cross at the wrong time, the waterfall could sweep you to the point of no return.

### **Take the plunge**

Cast your rope over the rushing water, then wait for a break in the cascade. If you don't climb quickly, you could end up a total washout!

### **Keep going**

Rushing water isn't the only problem you face as you climb closer to the Golden Bird. Those dinos and cavemen just won't quit!

### **Because it's there!**

When you make it to the final ledge, toss your rope one more time to reach the Golden Bird. You've done very well for now, but more adventures await you in Round Two!

### **Starting over**

Your adventure ends when all your explorers are eliminated. Press Keypad Button \* to replay the same option. Press Keypad Button # to choose another challenge.

### **SCORING**

## EXPLORER'S ACTION POINTS EARNED

Contacting an egg in the same scene  
First.....500  
Second.....1200  
Contacting a feather in the same scene  
First.....500  
Second .....1200  
Contacting enemy while energized  
First.....1000 Third .....4000  
Second ...2000 Fourth.....8000  
Eliminating enemy with flashlight.....400  
Eliminating enemy on a rope  
by reshooting rope.....800  
Stunning enemy with flashlight.....20

### Bonus points

The Bonus Timer starts at 5000 points and counts down to zero for each of the three scenes. If you complete the scene before the timer runs out, you get the points remaining in the timer as a bonus!

In Skill Level 1, each player starts with five explorers. In Skill Levels 2, 3 and 4, each player starts with three explorers. In all skill levels, each player earns one Bonus Explorer at every 20,000 points.

## EmuMovies

*Your #1 Resource for Video Game Artwork  
Videos-Snaps-Titles-Boxes-Carts-Manuals*