

# *Tarzan*

Use your ColecoVision controller or the Super Action Controller.

Thrill to epic jungle adventure as you help Tarzan rescue his Great Apes from evil hunters and their savage allies, the Beastmen of Opar. Swing through lofty treetops or swim through crocodile-infested waters to rescue Tarzan's tribe of Great Apes

## **YOUR ADVENTURE BEGINS ....**

Journey to the heart of darkest Africa on a thrilling adventure with Tarzan, Lord of the Jungle. Cruel hunters and the Beastmen of Opar have abducted Tarzan's tribe of Great Apes and imprisoned them in cages throughout the jungle. It's up to you to save the apes from being shipped out of their jungle home to zoos.

First, rescue Tarzan's faithful monkey companion, Nkima, from the hunters' camp. Once freed, Nkima accompanies you on your mission and alerts you to hidden snakes and treacherous pit traps with his shrill cry!

Take heed, Tarzan, you have sworn enemies lurking in the vine-festooned jungle. Bolgani, the gigantic gorilla, Histah, the sinuous serpent, and Gimla, the killer crocodile will try to stop you!

The vine-shrouded Temple of the Flaming God in the lost city of Opar holds your final challenge. The last apes wait for release--but the sinister Beastmen wait too! And the fire-breathing Flaming Idol of Opar hurls fireballs at those who dare desecrate the temple!

- \* For one player, ages 8 and up
- \* Instant pause feature
- \* Select from four skill levels

## **GETTING READY TO PLAY**

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

**One-Player Game**  
Use the Port 1 controller.

## **Choose Your Challenge**

Insert the cartridge; then turn your game system on. Press the Reset Switch. The Title screen appears on your TV. Wait for the Skill Level screen to appear, then choose your skill level.

**Skill 1 is the easiest, suitable for beginning adventurers and younger players.**

**Skill 2 gives a longer road than Skill 1 to travel to reach the captured apes. Faster and more dangerous enemies lurk in the peaceful beauty of the jungle.**

**Skill 3 is a perilous adventure that offers arcade level challenges.**

**Skill 4 gives you the longest road to where the apes are imprisoned, and your enemies pursue you with the ruthlessness of a man-eating leopard.**

**Choose your skill level by pressing the corresponding number on the hand controller keypad.**

**You're now ready to start your jungle adventure.**

**1. Keypad: Press Keypad Button \* after a game to replay the same skill level; press # after a game to return to the Option screen. Press \* during play to pause; press \* again to resume play. Press # during play to stop the drum music; press # again to restore the music.**

**During play, press any number on the keypad to make Tarzan bellow the awesome "ape-roar." This magnificent cry declares Tarzan's supremacy as the undisputed King of the Jungle.**

## **2. Control Stick**

**Tarzan Running and Swimming:**

**Move the Control Stick left or right to make Tarzan run in the selected direction when he is on tree limbs, cage tops, or temple platforms.**

**When Tarzan is running on the jungle floor or swimming, he can move left or right or diagonally in four directions: forward or backward right or forward or backward left depending on which direction the Control Stick is moved.**

**Tarzan Climbing:**

**Move the Control Stick up (away from you), down (toward you), left-up, left-down, right-up or right-down to make Tarzan climb in the selected direction. Move the Control Stick left or right to make Tarzan climb diagonally in the direction he last moved. Tarzan can climb on the thick vines at the Temple of the Flaming God, the centerpost in the hunters' ape cages and the chains on ape cages. He must always be directly in front of any object he wants to climb.**

## **3. Side Buttons or Action Buttons**

**Leaping:**

**When Tarzan is running, press the Right Side Button or Orange Action Button on the Super Action Controller to make him leap in the direction he is facing. When Tarzan is swimming, press the Right Side Button or Orange Action Button on the Super Action Controller to make him leap into or out of the**

water. (Tarzan can leap into or out of the water only when he is next to the water's edge.) Tarzan can leap from the jungle floor or water onto a climbing surface.

When Tarzan is climbing, press the Right Side Button or the Orange Action Button and move the Control Stick left or right at the same time to make him leap in the selected direction.

#### Swinging:

Tarzan can swing on hanging vines (not stationary vines wrapped around trees) and the chains on the captured apes' cages. When Tarzan leaps and grabs a hanging vine, the vine starts swinging in an arc in the direction he was moving. Tarzan can leap in the direction he is facing from the vine. Time the leap carefully!

#### Punching:

Press the Left Side Button or Yellow Action Button on the Super Action Controller to make Tarzan punch in the direction he is facing. If Tarzan is climbing, he punches upward.

**NOTE:** On the Super Action Controller, the Blue and Purple Action Buttons and the Speed Roller are not used.

## HERE'S HOW TO PLAY

Enter, stage left

Tarzan enters all scenes in the adventure from the left side he must always exit at the right side of the scene. In scenes in which Tarzan must free captured apes, he cannot exit a scene until all apes in the scene have been rescued. After Tarzan has freed the apes in a scene, he must exit by running right into the jungle.

Tarzan, the invincible

Of course, there is one and only one Tarzan. He is never eliminated from the adventure. The adventure ends only when Tarzan's vitality is temporarily depleted. An attack by an enemy or falling onto the jungle floor or into the water will stun Tarzan. When Tarzan is stunned, he is unable to move or attack for a short time.

A red Vitality bar appears in the top-center of each scene. When Tarzan is stunned or loses Nkima, the red Vitality bar gets smaller. Every time Tarzan frees an ape or stuns an enemy, you earn points. For every 1000 points you earn, the Vitality bar gets longer. When Tarzan ends a round by freeing all the apes and vanquishing the Idol of the Flaming God, you earn a bonus of 1000 points for each segment remaining in the Vitality bar. When the Vitality bar disappears, the game is over.

Tarzan's mission

Tarzan must free all the captured apes before the hunters ship them out of the jungle to zoos. You earn 2000 points for each ape Tarzan frees. The score

appears in the upper left-hand corner of the screen. Tarzan's adversaries

As Tarzan races through the jungle in search of the apes, he is menaced by dangerous foes! Tarzan stuns some enemies by punching them and others by leaping or falling onto them. You earn 500 points when Tarzan stuns a Beastman and 750 points when Tarzan punches and stuns Bolgani. You earn 1000 points when Tarzan leaps or falls onto Histah and 1500 points when he leaps or falls onto Gimla.

#### **Bolgani, the gorilla**

Crafty Bolgani hides in the treetops until Tarzan enters the scene. Then the gigantic gorilla drops down through the trees toward the jungle floor! He bellows a thunderous roar and immediately attacks Tarzan! If Tarzan punches Bolgani, it enrages the brute and makes him even more aggressive. Bolgani can attack on the jungle floor or in the trees; he never enters the water. If Tarzan punches Bolgani into the water, the gorilla is eliminated.

#### **Histah, the snake**

Histah, the villainous viper, is concealed in the dense undergrowth. All that can be seen are his evil, yellow eyes. When Tarzan draws near, Histah darts from the undergrowth and strikes at Tarzan with bared fangs! Histah can slither across the ground and climb; he cannot enter the water. Tarzan can eliminate Histah only by leaping or falling on him.

#### **Gimla, the crocodile**

Gimla is Tarzan's enemy in the water. Once in the water, Tarzan must outswim the ravenous reptile! Gimla draws a bead on Tarzan and cruises directly toward him. When Gimla is ready to attack, he opens his jaws wide. Tarzan can stun Gimla by leaping or falling onto him from above. If Tarzan is stunned in the water and Gimla swims over him, the Jungle Lord may pull Gimla down from below as he reappears. When eliminated, Gimla disappears beneath the surface of the water with a splash!

#### **Pits of doom**

The hunters have dug pits throughout the jungle to trap Tarzan. As Tarzan races through the jungle, pit traps may appear in the jungle floor. If Tarzan stumbles into a pit, he is stunned. Tarzan leaps out of the pit when he is no longer stunned. Move the Control Stick to choose which direction he will leap as he leaves the trap.

#### **In the enemy camp**

Tarzan's faithful companion, Nkima the monkey, is imprisoned in a cage atop the centerpost in the hunters' camp. Tarzan must climb the centerpost and rescue Nkima.

#### **Traps of terror**

The hunters have boobytrapped the camp with pit traps. If Tarzan punches a hunter into a pit trap, the hunter is eliminated, but another soon appears from one of the tents.

#### **Blazing elephant guns**

The hunters are armed with elephant guns. If Tarzan is grazed by a bullet while on the jungle floor, he drops to his knees, stunned. If Tarzan is struck by a bullet while climbing, he falls to the jungle floor. To the rescue!

Move Tarzan in front of the centerpost and press the Control Stick up to climb the post. Go all the way up to the cage platform. When Tarzan reaches the platform, press the Left Side Button or Yellow Action Button to punch the bars and open the cage. Time the climb carefully--the hunter is firing a fierce barrage!

#### **Nkima's downfall**

Once freed, Nkima accompanies Tarzan and warns him of hidden snakes and pit traps with a piercing cry! However, even Nkima's love for Tarzan cannot match his love for bananas. If Tarzan passes too close to a golden bunch of bananas, Nkima spots them and deserts Tarzan, spending the rest of the round munching bananas. Tarzan loses vitality if he loses Nkima.

#### **Deadly peril**

The Beastmen have imprisoned apes in cages that are suspended over crocodile-infested waters. To rescue the apes: Climb the tree at either side of the scene. Press the Right Side Button or Orange Action Button to leap from the tree to the vine and swing onto a cage. The vine swings in an arc in the direction Tarzan was moving. Tarzan must leap from the vine at the right point in the swing to reach the cage. If Tarzan doesn't time the leap carefully, he may fall and be stunned.

#### **Encounter with the Beastmen**

Each hanging cage is guarded by a Beastman. The Beastman fights fiercely to stop Tarzan from freeing the ape. If a Beastman's punch connects, Tarzan may fall into the water below. And remember, Gimla is cruising hungrily below! If Tarzan punches a Beastman, he knocks the foe off the cage and can continue the rescue. (Tarzan does not have to defeat the Beastmen to rescue the caged apes!)

#### **Freeing the captives**

Tarzan punches the top of the cage bars to free the captive. The ape then scrambles up the chain and melts into the jungle treetops.

#### **At the Temple of the Flaming God**

The last apes are held in the Temple of the Flaming God in the mysterious city of Opar--the home of the Beastmen. They guard the temple zealously. The hideous Idol of the Flaming God looms at the top of the temple. Tarzan must climb the temple, level by level, using the vines. Watch out for the cracks in the flooring of the temple levels. If Tarzan steps into one of these treacherous cracks, he slips and falls.

After Tarzan frees the first ape, the idol awakens, hurling fireballs at the violator of this unholy place.

When all the apes have been freed, a searing tongue of flame lashes from the Flaming Idol's mouth. If Tarzan is struck by the tongue of flame, he falls back

one temple level, stunned.

### Defeating the idol

Once Tarzan has freed all the apes, he engages the fiendish idol in an epic contest between good and evil. He must carefully scale the temple's platforms-- timing the climb so he won't be caught by the fireballs. To storm the idol's fifth level niche and confront its evil, Tarzan must climb to the top of the temple between blazing blasts of the Idol's Tongue of Flame! Once at the top, press any Keypad Button to unloose Tarzan's powerful ape-roar. Only Tarzan's ape-roar can vanquish the idol! Then Tarzan begins a new round of exciting jungle adventure, more challenging than the last!

### Special Pause Feature

Even the King of the Apes gets tired once in a while. If the action gets too fierce and you want to take a break, press \* during play. Press \* again to resume the action.

### Reset

The Reset Button on the console or ADAM stops the game and returns you to the Title screen. It can be used to start a new game at any time, and can also be used in case of game malfunction.

### Starting over

Press \* to replay the TARZAN Game Option that you've just played. Press # to go back to the Game Option Screen.

TARZAN's ACTIONS	POINTS SCORED
Freeing captured ape	2000 points
Stunning Beastman	500 points
Stunning Bolgani	750 points
Eliminating Histah	1000 points
Eliminating Gimla	1500 points

### Bonus Points

If Tarzan frees all the apes and defeats the Flaming Idol at the temple, you earn a bonus of 1000 points for every segment left in the Vitality bar at the end of the round.

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