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GETTING STARTED
WITH GHANA BWANA

OBJECT OF THE GAME

The game has 9 scenes. You must collect all the pieces of map in each of the first 7 scenes before the time runs out. As you pick up the pieces, the map is displayed in the upper left corner. Be careful! There are many perils to be avoided. At the eighth scene you must get to the balloon and make your escape. In the ninth scene your balloon is shot down, you return to the first scene, and begin the next round of the game.

EQUIPMENT

To play this exciting adventure game, you need the Tandy® color computer with 64K and color BASIC and a disk drive. Add even more fun with a multi-pak interface, a speech-sound pakk, and a joystick.
LOADING INSTRUCTIONS

1. TURN ON YOUR COMPUTER, AND INSERT THE DISKETTE INTO DRIVE Ø.

2. TYPE RUN "*" AND PRESS ENTER. YOU CAN NOW REMOVE THE DISKETTE FROM THE DRIVE. IF YOU LEAVE THE DISKETTE IN THE DRIVE, THE HIGH SCORES ARE SAVED TO THE DISKETTE.

3. PRESS ANY KEY TO CONTINUE. THE COPYRIGHT INFORMATION IS DISPLAYED WITH THE PROMPT: USE FIRE BUTTON TO START GAME OR ENTER TO CHANGE OPTIONS.

4. PRESS THE FIRE BUTTON ON YOUR JOYSTICK (OR THE SPACE BAR) TO BEGIN THE GAME, OR PRESS ENTER TO DISPLAY THE OPTIONS SCREEN.

5. AT THE OPTIONS SCREEN, SELECT 1-3 TO CHANGE THE NUMBER OF PLAYERS, THE CONTROLLER EACH PLAYER IS USING, OR THE LEVEL OF DIFFICULTY FOR THE GAME.

6. PRESS BREAK, AND RETURN TO STEP 4.

PLAYING THE GAME

TO PLAY THE GAME USE ONE OF THE JOYSTICKS, OR THE KEYBOARD. MOVE THE JOYSTICK OR PRESS THE APPROPRIATE ARROW KEY TO MOVE IN THE DESIRED DIRECTION. TO PICK UP OBJECTS, SIMPLY MOVE OVER THEM. TO JUMP OR TO SHOOT ARROWS, USE THE FIRE BUTTON ON THE JOYSTICK OR THE SPACE BAR ON THE KEYBOARD. PRESS (BREAK) TO EXIT THE GAME, AND (ENTER) TO PAUSE. PRESS ANY KEY TO RESUME A PAUSED GAME. PRESSING CLEAR ERASES PREVIOUS HIGH SCORES.

SCORING

<table>
<thead>
<tr>
<th>Item</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Piece of Map</td>
<td>20</td>
</tr>
<tr>
<td>Bow</td>
<td>70</td>
</tr>
<tr>
<td>Golden Key</td>
<td>250</td>
</tr>
<tr>
<td>Guardian</td>
<td>500</td>
</tr>
<tr>
<td>Treasure Chest</td>
<td>2500</td>
</tr>
</tbody>
</table>

IN EACH OF THE FIRST 8 SCENES, A BONUS TIMER DISPLAYS THE SECONDS LEFT TO PLAY IN THAT SCENE. IF THE TIME RUNS OUT BEFORE THE LAST BIT OF MAP IS COLLECTED, YOU LOSE YOUR LIFE AND MUST PLAY THE SCENE OVER. IF THERE IS TIME LEFT ON THE BONUS TIMER, IT IS MULTIPLIED BY THE LEVEL OF DIFFICULTY AND ADDED TO YOUR SCORE.

A NEW LIFE IS EARNED BY OPENING THE TREASURE CHEST WITH THE GOLD KEY. A NEW LIFE IS ALSO AWARDED FOR SCORES REACHING 25,000, 50,000, 100,000, 250,000, 500,000 AND 1,000,000. A MAXIMUM OF 5 LIVES ARE HELD IN RESERVE FOR THE NEXT ROUND OF THE GAME.
A remnant of an old treasure map can be an enticing find...

Ah, Erebus Island, savage and terrible. All the texts imply that it is merely another sailor’s yarn.

Looks quite serene actually.

Thud! Thud!

I say! What the--?

Awfully glad I had my gondola exchanged for this outrigger.

Map fragments! Shouldn’t be too difficult to retrieve them while I paddle through the...

Sharks!

Whoops! Keep your head down, old boy. These fellows are decidedly unfriendly.

They must be the infamous guardians, protectors of the great secret of Erebus!

Whew! That was rather close. Now, if I fit all these bits together...

Ah, yes, here we are, the sinister stepping stone islands.
WELL NOW, MORE MAP PIECES SCATTERED ABOUT, HOPE MY LONG JUMP IS UP TO SNUFF!

TO JUMP, USE THE FIRE BUTTON ON THE JOYSTICK OR THE SPACE BAR ON THE KEYBOARD.

I SAY! FOR FELLOWS WHO ARE THOUGHT TO BE FICTITIOUS, THEY HAVE REMARKABLY SUBSTANTIAL WEAPONS.

...CATACLYSM CANYON! SOUNDS QUITE OMINOUS, I WONDER WHY IT'S CALLED...

AHHH... THE LAST PIECE, NOW ON TO...

ASK A SILLY QUESTION?

HELEO! THIS LOOKS LIKE IT MIGHT COME IN HANDY.

DASH IT ALL! THEY CERTAINLY ARE A STUBBORN LOT!

THESE BITS OF MAP ARE EVERYWHERE!

TO SHOOT YOUR SUPPLY OF 5 ARROWS, PRESS THE FIRE BUTTON ON THE JOYSTICK OR THE SPACE BAR ON THE KEYBOARD.
WHAT NOW? HAAAM! THE FIENDISH FALLS AND MORE MAP FRAGMENTS.

THIS IS GETTING TO BE QUITE A TASK.

KA-SPLASH!

AGHHH! NEARLY GOT ME THAT TIME!

WELL, NOW BACK THROUGH...

...CATACLYSM CANYON!

IF I CAN ONLY GET TO THAT BOW BEFORE THE GUARDIAN GETS TO ME.

MY FAVORITE!

IF I CAN ONLY MAKE IT A LITTLE...

I WAGER THAT I'LL BE WANTING THIS!

WHAT'S THIS? A GOLDEN KEY!

ZING!
THE TAR PITS OF TERROR! THIS IS APT TO BE A STICKY WICKET!

IF I'M QUICK ABOUT IT, I CAN JUMP FROM STONE TO STONE...

...GATHER THE MAP PIECES...

...AND BE ON MY WAY TO...

...COLECT THE BOW...

OH NO! CATACLYSM CANYON!

HOW FORTUNATE, A BOW DIRECTLY AHEAD AND...

THE FINAL CHALLENGE.

...MY BALLOON! SAFELY RESTING ON TOP OF THE PYRAMID OF PERILS.
WITH THIS BOW, I CAN MAKE MY WAY TO THE ALTAR...

...AND RETRIEVE THE OTHER—AHHHHH!

Giant bats, too?!

ORAAAK!

I MUST AVOID THE BUBBLING TAR AND OPEN THE CHEST WITH THE KEY.

AHA! THE GREAT SECRET! THE ELIXIR OF LIFE!

They're certainly not helping my aim!

Now to load the treasure chest, and I'm off...

...AND AWAY!
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Join Professor Chance, better known as Ghana Bwana, on his hazardous quest for the "Great Secret" of legendary Erebus Island. Use your wit and quick reflexes to make your way through the many perils of this hostile and mysterious land. If your luck holds, you may reach the treasure site, the final and ultimate challenge!

The equipment you require on this adventure includes the Tandy Color Computer with 64K and Color BASIC and a disk drive. You can add even more excitement with a Multi-Pak Interface, a Speech-Sound Pak, and a joystick.