

ADVENTURES OF YOGI BEAR™



CYBERSOFT

INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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*Game Hint and Tip Line
1-900-903-GAME (4263)*

- *80¢ per minute charge*
- *Touch tone phone required*
- *Minors must have parental permission before calling*
- *Available 24 hours*



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The Adventures of YOGI BEAR



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THE ADVENTURES OF YOGI BEAR

It is springtime in Jellystone Park and Yogi is woken from his winter sleep to discover that work has started on a secret chemical plant right in the middle of Jellystone Park. This cannot be allowed to happen!

Yogi must rush across the Park to alert Ranger Smith of the danger and stop this terrible development. On his way, Yogi will warn all of his animal friends of the danger.

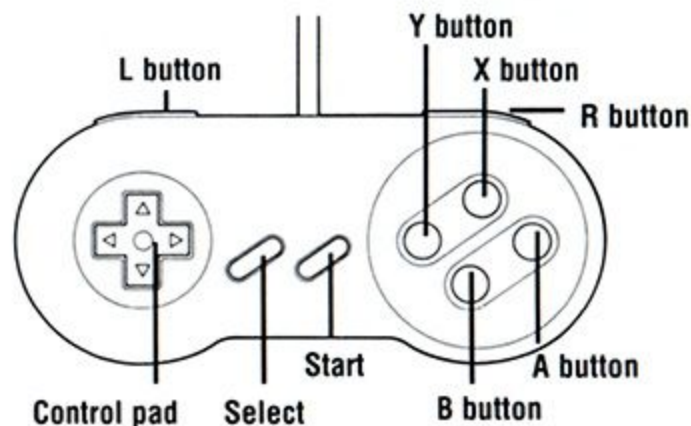
GETTING STARTED

1. Make sure the power is switched OFF.
2. Insert the Yogi Bear Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.
4. After Yogi appears you will see the main title screen. Press START to begin.



CONTROLS

Use the Control Pad to move Yogi left and right. Note that as you hold a direction down, Yogi begins to run faster up to a maximum speed. All levels start at the left edge and Yogi must move to the right.



Press Down on the Control Pad to duck.

Press B Button to jump. The faster Yogi is running, the further he can jump.

PLAYING THE GAME

When the game starts you can see a map with one red dot on it. This is the first level, press START to begin. When Yogi finds the "Do Not Feed the Bears" sign, you have completed the stage. There are four stages to each area of the park. After Yogi completes a stage, a red dot will appear on the Jellystone Park map.





To begin the next stage, Yogi will move onto the next red dot. Following the path will lead you to the chemical plant construction site.

As Yogi dashes through the Park he will encounter many of his friends along the way who are unaware of the impending danger.

Yogi starts the game with 3 cakes to keep him going on his journey. If he touches one of his friends, he will then naturally share a piece of his cake with him - Yogi is more generous than the average bear! If Yogi loses a whole cake, then he must start the level again. If he loses all of his cakes, then he simply cannot go on and the game is over.

However, Yogi does have an alternative to sharing his cake. If Yogi jumps on the head of a friend then his friend becomes aware of the danger and will dash off to safety. This is the way to do it!

Note that if Yogi falls off the bottom of the screen, he loses a whole cake.

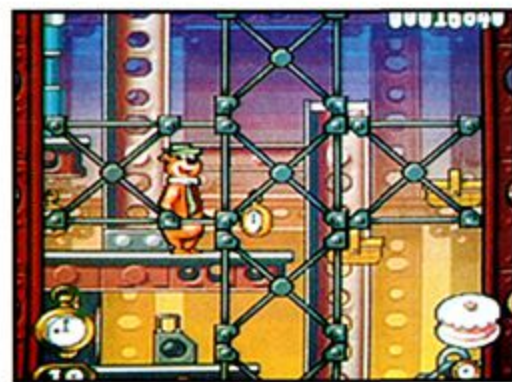


SPECIAL FEATURES

BEDS - Hidden on each level is a bonus bed where Yogi can rest his weary head. The player then enters dream time and can try to earn Yogi another attempt at his quest. To earn a continue, Yogi must collect the 4 parts of an alarm clock. At the end of each dream time, you will find 1/4th of the clock. You must earn four sections of the clock in the same area of the park to complete the clock.

WATCHES - To insure that Yogi has enough valuable sleeping time he must collect the magical watches that litter the Park. Each watch collected will give Yogi more time in his dream - there is a total of 99 on each level.

PICNIC BASKETS - This is what Yogi loves best. If Yogi keeps jumping following the picnic basket trail, it could lead to something special! There are 100 baskets on every level.

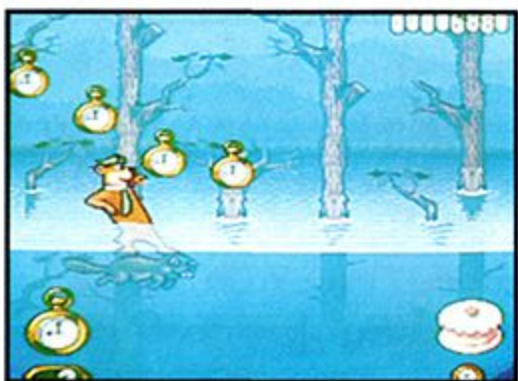




FLOWERS - Each level has special indicators to show where Yogi has been. As Yogi walks past a flower bud, it opens up. On some of the later levels the flowers are replaced by lights or oysters but in each case, Yogi can see the change and work out which part of the level he has already been to. There are 99 of these indicators on every level.

EXTRA CAKE - If Yogi is lucky, he can find an extra piece of cake that can replenish his dwindling supplies.

OTHER FEATURES - As Yogi gets into the game, he encounters even more exciting features. Look out for the Beaver Surfing and the Mine-Cart Riding!





SCORING

Yogi gains points for warning the animals, collecting watches, pilfering picnic baskets and turning the level indicators on (flowers, lights, oysters etc.). At the end of the level all of these scores are added up.

HINTS & TIPS

1. If you wish to practise a level, you can return to any previously completed level from the map screen.
2. Use the picnic baskets to find hidden areas of each level.
3. If you warn more than one friend in one go, by jumping from head to head, then you will score more points - try getting all four gophers at once!
4. Collect as many watches as you can before you jump on the bed. The more you have, the easier your task will be.
5. Use the level indicators to judge where you are on the map. If they have already been set off, then you have been there before.
6. If Yogi keeps losing his head while riding the mine-cart, he should duck down when necessary.

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