

FOR THE **COLECOVISION™** GAME SYSTEM

Guide No. 099120

CARTRIDGE INSTRUCTIONS

JUNGLE FIRST

©Konami



*The last battle – transcending
time and space – determines the
fate of our earth!!*

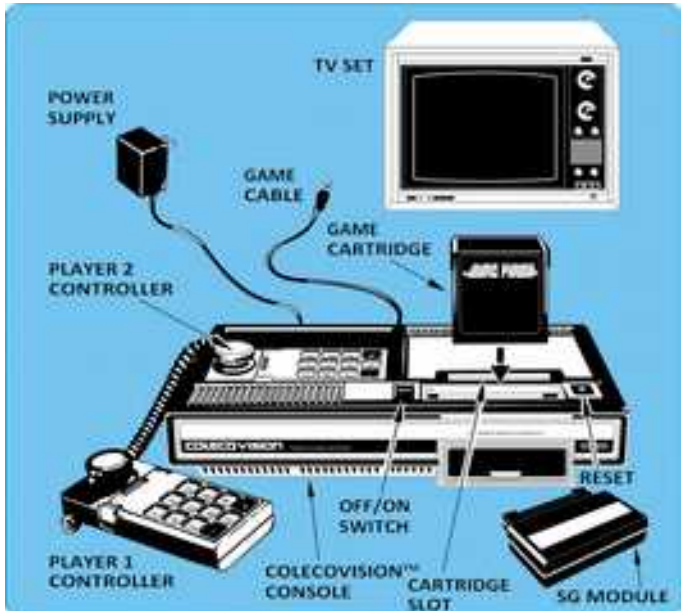
**COLLECTOR
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Games**

JUNGLE FIST

GAME DESCRIPTION

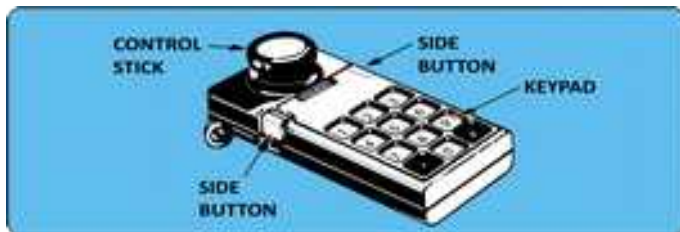
Only moments until this atomic turbine missile encounters the enemy. "Destroy the enemy Magnet Power Station with your gas gun. In an emergency, time warp. You will rejoin the battle two seconds after escaping. End of order."

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



1. **Control Stick:** Use Control Stick to move your ship in the direction you wish.
2. **Side Buttons:** Use left button to fire. Use right button to warp.



HERE'S HOW TO PLAY

Use Control Stick to move your ship in the chosen direction. The ship can be moved in one of the four directions. The left Side Button shoots lasers in the forward direction. The right Side Button will cause the ship to warp momentarily in order to avoid enemy fire.

The game starts with your ship flying towards the horizon where enemy aliens are seen. You must avoid their bombs while shooting lasers with the Side Buttons. There are two types of enemy bombs throughout the game. Smart bombs can be destroyed. If not destroyed, the smart bomb will follow your ship around the screen. It is advantageous to destroy the aliens as quickly as possible because their longevity allows them to become faster and more dangerous. If the timer is allowed to decrement to zero, you lose your ship.

During each wave, a space capsule containing an enemy astronaut momentarily appears. For bonus points, you must hit the capsule with

laser fire, which dislodges the enemy astronaut, causing him to float freely in space. You can then capture the enemy astronaut with the ship. At this point the screen will change colors and the enemy aliens stop shooting at your ship. You can now shoot as many of the aliens as possible for bonus points until the screen changes back to the original color. You must shoot the space capsule quickly since it appears only for a brief period of time.

At the end of each wave, another bonus is awarded. It is determined by the amount of time remaining on the timer when the wave is completed.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

TRIVIA

Juno First (ジュノファースト) is a shoot 'em up arcade game developed by Konami and released in 1983. It was licensed to Gottlieb in the United States.

The game is a vertical scrolling shooter, with a third-person perspective like Radar Scope. It follows in the tradition of space-themed shooting-galleries such as Space Invaders and Galaga. Juno First, however, is notable for its frenetic gameplay (like Defender and Xevious).

An unofficial Atari 2600 homebrew clone was programmed by Chris Walton, and released on cartridge by AtariAge.

HOW TO REACH US

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Juno First, but it is only the beginning! You will find that this cartridge is full of special features that make Juno First exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

MSX version ©1983 Konami, all rights reserved.

SGM Colecovision's conversion by Eduardo Mello

Box and manual by Crapahute

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