

KONG

STATUS AND SCORING

On screen scoring gives current score and bonus. You have 3 lives and a hall of fame.

POINTS

Time constraint gives points for completion. 100 points for smashing barrels and 100 for the fire. 2000 bonus for completing 1st screen increasing by a further 1000 for each additional screen. Bonus gems 200 points.

CONTROLS

Either keyboard or Kempston Joystick may be used.

Keyboard M – Right X – Down

 N – Left A – Jump

 S – Up

Kempston — follow screen instructions.

“KONG” written by Paul Owens is one of a number of exciting games produced by Ocean Software Limited. Please ask your local dealer for other titles in our range.

If you've written a good program why not contact us, without obligation, to discuss marketing. Write to:

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