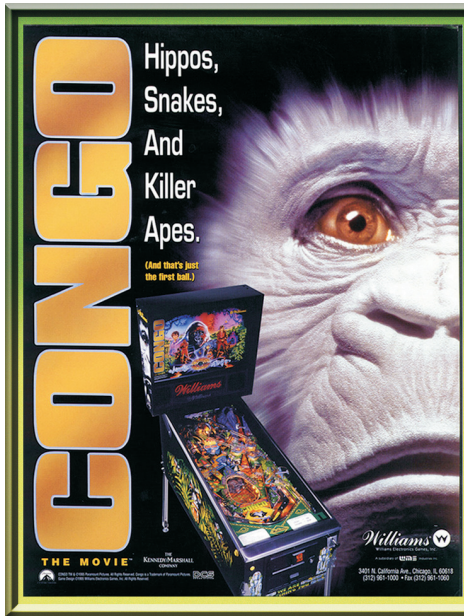




CONGO

Hippos,
Snakes,
And
Killer
Apes.

(And that's just
the first half.)

THE MOVIE™

THE KENNEDY MARSHALL
GROUP

Williams

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CONGO

EXTRA BALL: LIGHT EXTRA BALL BY EXPLORING: MAP, MYSTERY FEATURE OR BY SHOOTING VOLCANO RAMP.

MYSTERY FEATURE: COMPLETE Z-I-N-J ROLLOVERS TO LIGHT.

SKILL SHOT: HIT LIT TARGET WHEN LAMP IS FLASHING.

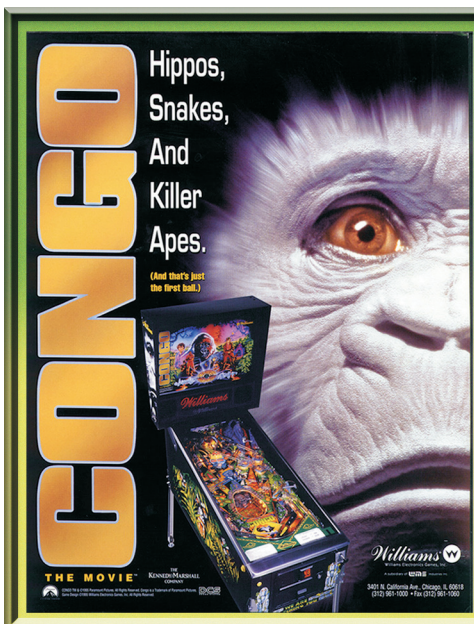
LOWER LEVEL: COMPLETE G-R-A-Y SEQUENCE TO CAPTURE BALL AND START FEATURE.

HIPPO BONUS: JET BUMPERS LIGHT H-I-P-P-O, WHEN HIPPO IS LIT, SHOOT COLLECT OR 3X COLLECT TO SCORE.

VOLCANO MULTIBALL (3 BALL): COLLECT FOUR DIAMONDS TO LIGHT LOCK LAMPS. CAPTURE THREE BALLS TO START.

SUPER MULTIBALL (2 LEVEL, 5 BALL): COLLECT 100 DIAMONDS TO START.

MAP FEATURE: SHOOT WHEN LIT TO RELIGHT DIAMONDS AND COLLECT MAP AWARDS.



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CONGO

DESIGN: JOHN TRUDEAU

ART: KEVIN O'CONNOR

MUSIC/SOUND: VINCE PONTARELLI

SOFTWARE: BILL GRUPP, DEAN GROVER

WILLIAMS ELECTRONICS
NOVEMBER, 1995
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