

# YOGI BEAR "IN THE GREED MONSTER"

Yogi's Treasure Hunters receive a call from Top Cat saying "All the toys in the world have been stolen". It's their job to find out what has happened to them.



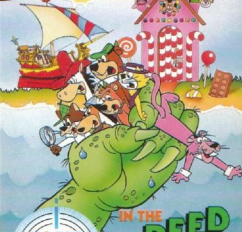
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## YOGI BEAR "IN THE GREED MONSTER" A TREASURE HUNT



# YOGI BEAR & FRIENDS



IN THE  
**GREED MONSTER**  
A TREASURE HUNT  
*Hanna-Barbera*

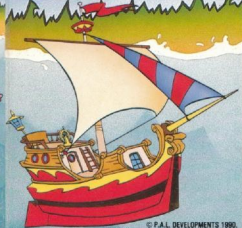


# YOGI BEAR "IN THE GREED MONSTER" A TREASURE HUNT

Yogi's Treasure Hunters receive a call from Top Cat saying "All the toys in the world have been stolen". It's their job to find out what has happened to them.

They set out to solve the mystery, but while doing so all but Yogi are captured by the Greed Monster.

Yogi not only has to find and collect all the missing toys, but now, has to rescue all his friends.



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RUFF  
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"ATOM  
ANT"



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# Yogi's GREAT ESCAPE

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# RUFF and REDDY

AVAILABLE ON:  
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XE/XL (8 BIT MACHINES) ATARI ST & AMIGA

AND  
COMING SOON

AVAILABLE ON:  
SPECTRUM C64, AMSTRAD CPC,  
ATARI XE/XL (8 BIT MACHINES)

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The fun begins when Yogi and Boo Boo wake up from their long winter's nap and find out that their beloved home Jellystone Park must close, and that all of the bears will be sent to a zoo. Yogi cannot bear the thought of being cooped up, and so he and Boo Boo must make their escape.

Baron Von Bankjob has escaped from jail. Who comes to the rescue? It's Hong Kong Phooey, emerging from the sticky top drawer of his special file cabinet, with the help of trusty police cat, Spot. The latest living legend of our time emerges, mask and kimono askew: the indispensable Kung Fu manual tucked firmly inside his pocket.

Ruff and Reddy have agreed to test Professor Flimnoodles Pocket Rocket for him. This blasted off but something went wrong and the rocket went out of control leading them out into deep space. The rocket crash landed on an alien world inhabited by aliens called Lill-Punies, who are small, blue, but very very wary of their visitors. In fact they capture Reddy and tell Ruff that he can get his friend back when he rescues their trapped alien friends.

"ATOM  
ANT"



In the course of Yogi's travels he will come across some objects, these are as follows:

- Keys** - These will open doors of the corresponding colour. (Once a door is open it will stay open throughout the game).
- Bubble Gum** - Sticks Yogi to the spot for a time limit.
- Can of Pop** - Doubles Yogi's speed for time limit.
- Jar of Sweets** - Use as ammo to throw at aliens, can run out of sweets.
- Jar of Honey** - Makes Yogi invincible for time limit (energy does not go down).
- Toys** - Yogi has to collect these to pickup bonus points.
- Money** - Collect Money to turn someone else into the greed monster thus turning Nathan back to normal and giving you access to the toy machine.

## LOADING INSTRUCTIONS

Press CTRL & small ENTER then press PLAY.

## KEYS

- |   |         |                 |                            |
|---|---------|-----------------|----------------------------|
| Q | - UP    | SPACE           | - FIRE                     |
| A | - DOWN  | 1               | - PAUSE                    |
| O | - LEFT  | ESC             | - ABORT GAME (WHEN PAUSED) |
| P | - RIGHT | OR USE JOYSTICK |                            |

Programming, Design & Graphics by: Twilight  
Design & Print: PAL Developments  
Illustration: Julie Hebdon

## EL OSO YOGUI Y SUS AMIGOS EN 'EL MONSTRUO INSACIABLE'

Los cazadores de tesoros de Yogui reciben un llamado de Don Gato para informar que "todos los juguetes del mundo han sido robados". Su trabajo ahora será el de averiguar qué les ha sucedido.

Su intención es la resolver el misterio, pero al tratar de hacerlo, todos, excepto Yogui, caen en manos del Monstruo Insaciable.



Durante el transcurso de los viajes de Yogui, caen en manos del Monstruo Insaciable.

Durante el transcurso de los viajes de Yogui, éste se topará con los objetos que se describe a continuación:

- Llaves** - Se utilizan para abrir las puertas del color correspondiente. (Una vez que se haya abierto una puerta, ésta permanece abierta durante el resto del juego.)
- Goma de mascar** - Fija a Yogui en un lugar durante un tiempo limitado.
- Lata de refresco** - Duplica la velocidad de Yogui durante un tiempo limitado.
- Frasco de dulces** - Se utiliza como munición para arrojar a los extraterrestres. Se pueden agotar las reservas de dulces.
- Frasco de miel** - Toma a Yogui invencible durante un tiempo limitado (la energía no se consume).
- Cesta para picnic** - Reabasteca al máximo el nivel de energía de Yogui.
- Juguetes** - Yogui debe recogerlos para recibir puntos extra.
- Dinero** - Recoger dinero para hacer que otra persona se convierta en el monstruo insaciable, volviendo así a Nathan a la normalidad y logrando el acceso a la máquina de hacer juguetes.

## INSTRUCCIONES DE CARGA

Pulsa CTRL y ENTER pequeña la vez.

## TECLAS

- |   |          |            |                                  |
|---|----------|------------|----------------------------------|
| Q | - ARRIBA | ESPACIADOR | - FUEGO                          |
| A | - ABAJO  | 1          | - PAUSA                          |
| O | - IZDA   | ESC        | - INTERRUPTIÓN DEL JUEGO (PAUSA) |
| P | - DECHA  |            |                                  |

O USA JOYSTICK



## YOGI BEAR ET SES AMIS DANS "LE MONSTRE INSATIABLE"

Les Chasseurs de Trésor de Yogi reçoivent un appel de Top Cat leur annonçant que "Tous les jouets du monde ont été volés". A eux de découvrir ce qui leur est arrivé.

Ils se mettent en route pour résoudre le mystère, mais se retrouvent tous capturés par le Monstre Insatiable, sauf Yogi.

Au cours de son périple, Yogi trouvera les objets suivants:

- Clés** - Celles-ci permettront d'ouvrir les portes de la couleur correspondante. (Une fois la porte ouverte, elle le restera pendant tout le durée du jeu).
- Bubble gum** - Colle Yogi sur place pendant une limite de temps.
- Boite de boisson gazeuse** - Double la vitesse de Yogi pendant la limite de temps.
- Bocal de bonbons** - A utiliser comme projectiles contre les aliens; on peut être à court de bonbons.
- Pot de miel** - Rend Yogi invincible pendant la limite de temps (son niveau d'énergie ne baisse pas).
- Panier à pique-nique** - Yogi refait le plein d'énergie.
- Jouets** - Yogi doit les ramasser pour récupérer des bonus.
- Argent** - Ramassez de l'argent pour transformer quelqu'un en monstre insatiable, ce qui permet de faire redevenir Nathan normal et vous donne accès à la machine à jouets.

**INSTRUCCIONES DE CARGA** - Pulsa CTRL y la pequeña touche ENTER, puis enfoncez la touche PLAY.

## CLES

- |        |            |     |                                |
|--------|------------|-----|--------------------------------|
| Q      | - EN HAUT  | ESC | - ABANDONNER LE JEU (REPARTIR) |
| A      | - EN BAS   |     |                                |
| O      | - GAUCHE   |     |                                |
| P      | - DROITE   |     |                                |
| ESPACE | - FEU      |     |                                |
| 1      | - REPARTIR |     |                                |



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