

# Yogi's GREAT ESCAPE

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.



# Yogi's GREAT ESCAPE

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# YOGI'S GREAT ESCAPE



**Hanna-Barbera**

# Yogi's GREAT ESCAPE

Another winter has past, it's time for Yogi to wake and begin his annual hobby of relieving innocent campers of their picnic baskets.

A few days into the season, Ranger Smith receives a disturbing telephone call informing him that Jellystone Park must close and all the animals are to be moved to the zoo.

Yogi hears the news and he secretly decides that the only way to avoid being sent to the zoo is to escape from Jellystone Park.

When Yogi goes missing, a tracker and his faithful old dog are brought in to help with the search.

Playing the part of Yogi Bear, you must progress through various scenarios, avoiding obstacles and hidden dangers. If for any reason Yogi slows down, Ranger Smith and the tracker are sure to capture him and take him to the zoo.

## LEVELS

- LEVELS
- 1 JELLYSTONE PARK
  - 2 THROUGH THE FOREST
  - 3 THE WILD WEST
  - 4 MUMBO JUMBO MARSH
  - 5 FUNFAIR
  - 6 NEW YORK CITY

### FEATURES INCLUDE

**FEATURES INCLUDE**  
Indians, Snakes, Ghosts, Spiders, Hunters, Bumper Cars, Falling Coconuts,  
Bats, Birds, plus many more.

## BONUS ITEMS

Picnic Baskets, Apples, Hamburgers, Roast Chickens and Toffee Apples give you 100 points each.

There are some invisible items that give you 250 points when collected . . . See if you can find them!

At the end of each level, a 2500 point bonus is awarded with an additional 100 points for every second of time remaining.

### SPECIAL BONUS TASKS

**SPECIAL BONUS TASKS**  
In various locations, Yogi has the chance to pick up special objects. Collecting all of these gives you a HUGE 7500 point bonus at the end of the level.

These are:

- 6 pieces of Yogi's car.  
6 bags of money.  
6 Cowboy hats.



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# YOGI'S GREAT ESCAPE



**RUFF  
and  
REDDY**



"ATOM  
ANT"



IN-TEC SOFTWARE LIMITED, 4-5 BRACKNORTH COURT, BIRMINGHAM B38.  
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**A FANTASTIC SERIES OF NEW AND ORIGINAL  
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BARBERA CARTOON CHARACTERS BROUGHT  
TO YOU BY HI-TEC SOFTWARE**

**Yogi's  
GREAT ESCAPE**

**BEST BUDGET  
GAME OF THE MONTH**

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

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.

**HONG KONG  
PHOOEY**

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

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**

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

Ruff and Reddy have agreed to test Professor Flipnoodles 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 Lilli-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"**

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

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Use a Joystick in Port 2.

LOADING INSTRUCTIONS

Hit SHIFT & RUN/STOP keys together and then press PLAY.

**Yogi's  
GREAT ESCAPE**

**OUT NOW**

**GUARDIAN  
II**

REVENGE OF THE MUTANTS

**OUT NOW**

**FUTURE  
BIKE**

"Good graphics combined with amazing speed make this a fast, absorbing and compelling cut 'em up'."

Yogi's Great Escape

PROGRAM: Spectrum/Amstrad — Dave Thompson  
CBM 64 — Al Dukes  
Atari XL — Russell Knight

Graphics: Ken Jarvis

Illustration: Julie Hebdon

Inlay Design: Farnell Hinsley Design Ltd, Sheffield.

A PAL DEVELOPMENTS PRODUCTION brought to you by David A. Palmer.

Hi-Tec Software . . . Light years ahead . . .

Also available on video Yogi's Great Escape  
VC1124 from Video Collection.  
Over 90 minutes of fun and adventure for all  
the family.

Sinclair User says

"Best budget game ever?"  
APRIL 1990 Issue No 98.

SINCLAIR USER CLASSIC . . . 93%  
C & VG Says . . . 92% (Amstrad)

SINCLAIR USER . . . 82% April 1990  
"FASTEST 3D ACTION YOU CAN GET  
AT THE PRICE"

**LA GRANDE FUGA DI YOGI**

E' passato un altro inverno ed è tempo che Yogi si risvegli e cominci il suo passatempo annuale di rubare i cestini del picnic dai campeggiatori ignari.

Qualche giorno dopo l'inizio della stagione la guardia forestale Smith riceve una telefonata allarmante che lo informa che il Jellystone Park deve chiudere e tutti gli animali devono essere trasferiti ad uno zoo.

Yogi viene a sapere di ciò e decide segretamente che la fuga è l'unico modo di evitare d'essere trasferito ad uno zoo, perciò scappa dal Jellystone Park.

Quando la fuga di Yogi viene notata, un cacciatore e il suo vecchio cane fedele vengono assunti per aiutare nella ricerca.

Voi giocate la parte di Yogi Bear e dovete progredire attraverso vari scenari, evitando ostacoli e pericoli nascosti. Se per qualsiasi motivo Yogi rallenta, la guardia forestale Smith e il cacciatore lo cattureranno e lo porteranno allo zoo.

**LIVELLI**

- |                          |                           |
|--------------------------|---------------------------|
| 1. JELLYSTONE PARK       | 4. IL PANTANO MUMBO JUMBO |
| 2. ATTRAVERSO LA FORESTA | 5. LUNA-PARK              |
| 3. IL WEST SELVAGGIO     | 6. NEW YORK CITY          |

**I CARATTERI**

Indiani, serpenti, fantasmi, ragni, cacciatori, macchine auto-scontro, noci di cocco cadenti, pipistrelli, uccelli, e molti altri ancora.

**ARTICOLI PREMIO**

Cestini di picnic, mele, hamburgers, polli arrosto e mele caramellate vi danno 100 punti ciascuno.

Vi sono anche degli articoli invisibili che vi danno 250 punti se li raccogliete . . . Vedete se riuscite a trovarli!

Al termine di ogni livello, riceverete un premio di 2500 punti con altri 100 punti per ogni secondo di tempo restante.

**COMPITI PREMIO SPECIALI**

In varie località Yogi ha l'opportunità di raccogliere degli oggetti speciali. Se li raccoglie tutti, riceverete un enorme premio di 7500 punti al termine di ogni livello.

Gli oggetti sono:

- 6 pezzi della macchina di Yogi.
- 6 sacchi di soldi.
- 6 capelli da cow-boy.

**CONTROLLI**

Adoperate il Joystick Porto 2.

**ISTRUZIONI DI CARICO**

Premete i tasti SHIFT & RUN/STOP insieme

**YOGI'S ABENTEUERLICHER AUSBRUCH**

Ein weiterer Winter ist vergangen, es ist Zeit, daß Yogi aufwacht und sein alljährliches Hobby, nämlich nichtsahnenden Touristen ihre Picknickkörbe zu stibitzen, wieder aufnimmt.

Ein paar Tage nach Saisonbeginn bekommt Ranger Smith einen beunruhigendes Anruf, in dem ihm mitgeteilt wird, daß der Jellystone Park geschlossen werden muß und daß die Tiere in einen Zoo umgesiedelt werden müssen.

Yogi hört diese Neuigkeit und beschließt heimlich, daß er ausbrechen muß, um nicht in den Zoo geschickt zu werden.

Wenn Yogi verschwindet, werden ein Fährtsensucher und sein trauer, alter Hund eingesetzt, um bei der Suche zu helfen.

Sie spielen die Rolle von Yogi Bär und sie müssen durch die verschiedenen Schauplätze durchkommen und dabei Hindernisse und versteckte Gefahren vermeiden. Immer, wenn Yogi aus irgendeinem Grund langsamer wird, können Ranger Smith und der Fährtsensucher ihn leicht fangen und ihn in den Zoo bringen.

**DIE STUFEN**

- |                     |                      |
|---------------------|----------------------|
| 1. JELLYSTONE PARK  | 4. MUMBO-JUMBO-SUMPF |
| 2. DURCH DEN WALD   | 5. JAHRMARKT         |
| 3. DER WILDE WESTEN | 6. NEW YORK CITY     |

**YOGI BEGEGNET ZUM BEISPIEL**

Indianern, Schlangen, Geistern, Spinnen, Jägern, Stoßautos, herunterfallenden Kokosnüssen, Fledermäusen, Vögeln und vielen anderen Dingen.

**EXTRAPUNKTE**

Für Picknickkörbe, Apfel, Hamburger, Brathähnchen und Karamelläpfel bekommen Sie jeweils 100 Punkte.

Wenn Sie einen der unsichtbaren Gegenstände einsammeln, bekommen Sie jeweils 250 Punkte . . . Sehen Sie mal, ob Sie sie finden können.

Wenn Sie das Ende jeder Stufe erreichen, bekommen Sie jeweils 2500 Extrapunkte, sowie zusätzlich 100 Punkte für jede übriggebliebene Sekunde.

**GEWINNBINGENDE EXTRAUFGABEN**

An verschieden Orten hat Yogi die Gelegenheit, Spezialgegenstände zu finden. Wenn Sie alle diese Gegenstände eineammeln, bekommen Sie am Ende der Stufe den RIESEN BETRAG von 7500 Punkten.

Sie sind: 6 Teile von Yogi's Auto.

6 Beutel mit Gold. 6 Cowboyhüte.

**STEUERUNG**

Stenerknüppel, Ausgang 2.

**LADEN**

Shift-Taste und Run/Stop-Taste gleichzeitig drücken.

**Other characters in the  
Hi-Tec/Hanna Barbera series**



**HONG KONG  
PHOOEY**



**"ATOM  
ANT"**



**RUFF  
and  
REDDY**

COMING SOON

HT038