GETTING STARTED

GAME SELECTION MENU

The King of Kings title screen offers three game choices. Push UP or DOWN on the control pad to move the pointing angel. When the angel is pointing to the game you would like to play, press A, B, SELECT, or START.

GAME OPTIONS MENU

From this menu, you may begin the game or select DIFFICULTY and MUSIC options.

START GAME - Starts the game with current options.
DIFFICULTY - Toggles between Normal and Easy
MUSIC - Toggles between On and Off

GAME CONTINUE MENU

When you lose all your health, this menu will appear. From here you may continue the game from the level you were on, restart the game from Level 1, or choose a different game. Move the angel to the desired option and press A, B, SELECT, or START.

IF YOUR GAME DOESN'T WORK

1. Please allow up to 45 seconds for your game to start. The TV may flash up to 9 times while the game is starting.

2. If the game doesn't start after 45 seconds, turn off the Nintendo. Remove and re-insert the cartridge several times. This procedure ensures the cartridge connections are clean. Turn your Nintendo system back on. Make sure that you wait at least 7 seconds after turning off the power before you turn it on again.

3. IMPORTANT! You must allow at least 7 seconds between power OFF and ON. Failure to do so will result in a blank TV screen.

4. If game still doesn't work, please refer to the warranty section of this manual.

GENERAL GAME PLAY

SCROLL STATUS BAR

In each game you start with three scrolls (indicated in the upper left corner of your screen). When you run into most creatures or obstacles, you lose 1/2 of a scroll. When all of your SCROLLS are gone, the game ends. Extra SCROLLS are obtained by finding SCROLLS during game play and correctly answering the question.

THE SCROLLS

The SCROLLS work the same in all three games. When you encounter a SCROLL on the screen simply touch the scroll with your player. The screen will fade and a randomly picked multiple choice question or a true/false quotation or statement will appear. To answer the question simply move the angel pointer to the desired answer and press A, B, SELECT, or START. If you answer correctly, your SCROLL STATUS BAR will increase by one SCROLL. (The SCROLL STATUS BAR will show up to five scrolls. Extra SCROLLS are kept in memory even though you can't see them.) An incorrect answer will not increase your SCROLL STATUS BAR.
THE GAMES

The Wise Men

You control a camel carrying a wise man to Bethlehem. As you progress through the levels, you play different wise men and camels. The main goal is to reach Baby Jesus in Bethlehem. Along the way you can earn points by collecting FRANKINCENSE, MYRRH, and GOLD. You also earn points plus extra health by correctly answering the Bible questions. Your journey starts in the desert, but you will also travel through cities, caverns, and caves.

THE SCREEN

HEALTH INDICATOR

FRUIT INDICATOR

DIFFICULTY SELECTION

If you are playing in NORMAL difficulty mode, there are 16 LEVELS. If you are playing in EASY mode, there are 8 LEVELS. There are also fewer obstacles and slower creatures in EASY mode.

USING THE CONTROLLER

A BUTTON:

Jump

The longer you press the A button, the higher the camel will jump.

B BUTTON:

Shoot Water Balls

Some creatures and obstacles will leave the screen if hit by a water ball. Just pressing the B button will shoot the water ball straight. If you hold UP or DOWN while pressing the B button the water ball will shoot in the appropriate direction.

Accelerate

Holding the B button while moving or jumping will allow the camel to run faster and jump farther.

UP

Enter a Door

When the camel is directly in front of a doorway, push UP and the camel will enter the doorway and appear elsewhere in the level.

SELECT

Shoot Fruit

If the camel has picked up FRUIT, he can shoot it by pressing SELECT.
GIFTS

Each level contains gifts to collect for baby Jesus. Different levels have different gifts. To collect a gift, simply touch it with the camel. All the gifts are shiny and are represented in the following manner:

FRANKINCENSE: found in tall, thin bottles
MYRRH: found in short, fat bottles
GOLD: found in small pouches

Collect as much FRANKINCENSE, MYRRH, and GOLD as possible. You will be rewarded 50 points for each gift at the end of a level.

FRUITS

Some levels contain FRUIT the camel can grab. FRUIT is more powerful than water balls. Many creatures and obstacles that don’t seem to be affected by a water ball will respond to FRUIT. On level 2, try shooting a water ball at a cactus. Nothing happens. However, if you shoot a FRUIT, the cactus breaks away. To get FRUIT, simply touch it with the camel. Once you grab the FRUIT, it will appear next to the SCROLL STATUS BAR. You may only carry one FRUIT at a time. If you try to grab another FRUIT while you already have one, nothing happens. To shoot the FRUIT, press the SELECT button. There are four kinds of FRUIT. Each one has different characteristics.

PEAR: shoots straight horizontally
GRAPES: splits into two directions
APPLE: shoots in a small arc and pops
BANANA: shoots horizontally and returns to the camel

The Banana is the most powerful FRUIT. After shooting the Banana, simply touch it when it returns and it is yours again.

CREATURES AND OBSTACLES

As you travel to Bethlehem, your camel and wise man will encounter a number of creatures and obstacles. Some are quite harmless while others can become quite a nuisance. Experiments with water balls, fruit, and jumping to make a clear path for your journey. Several creatures react to water balls or fruit, while many others require timing, jumping, and running skills to bypass. Below is a list of the creatures and obstacles with a brief explanation of each.

<table>
<thead>
<tr>
<th>Creature/Obstacle</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pop Up Lizard</td>
<td>Quits harmless if you stay out of the way</td>
</tr>
<tr>
<td>Sand Geyser</td>
<td>Doesn’t hurt but watch where you’re thrown</td>
</tr>
<tr>
<td>Sweeping Bal</td>
<td>Be patient and time your jumps to avoid him</td>
</tr>
<tr>
<td>Hopping Bal</td>
<td>Be careful when you shoot water balls</td>
</tr>
<tr>
<td>Egg Dropping Bal</td>
<td>These pears only appear in one cavern</td>
</tr>
<tr>
<td>Hopping Scorpions</td>
<td>These bugs are a real bother</td>
</tr>
<tr>
<td>Hopping Crausers</td>
<td>Time your jumps and these guys are easy</td>
</tr>
<tr>
<td>Boulder</td>
<td>You never know where these will come from</td>
</tr>
<tr>
<td>Moving Platforms</td>
<td>Just hop on</td>
</tr>
<tr>
<td>Falling Platform</td>
<td>Don’t stand on these too long</td>
</tr>
<tr>
<td>Disintegrating Platform</td>
<td>Use to cross holes — hop quickly</td>
</tr>
<tr>
<td>Sliding Hole</td>
<td>Avoid this at all costs</td>
</tr>
<tr>
<td>Rolling Hole</td>
<td>Only move when you move</td>
</tr>
<tr>
<td>Sliding Column</td>
<td>Won’t hurt you, but will push you</td>
</tr>
<tr>
<td>Bobbing Column</td>
<td>With careful timing you can cross the bridge</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Creature/Obstacle</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Straight Flying Bird</td>
<td>This straight flyer is afraid of water balls</td>
</tr>
<tr>
<td>Hopping Bird</td>
<td>Like Hopping Bal, he doesn’t like water balls</td>
</tr>
<tr>
<td>Sitting Bird</td>
<td>Walks if you’re close, then flies up</td>
</tr>
<tr>
<td>Egg Dropping Bird</td>
<td>A slow flyer, but watch out for those eggs</td>
</tr>
<tr>
<td>Falling Block</td>
<td>Jumps when this block lands</td>
</tr>
<tr>
<td>Cactus</td>
<td>Jump when the cactus is down</td>
</tr>
<tr>
<td>Porcupine</td>
<td>Shoots dangerous quills, only fruit helps</td>
</tr>
<tr>
<td>Armadillo</td>
<td>Train won’t help you — jump on him</td>
</tr>
<tr>
<td>Snake In A Basket</td>
<td>Water balls will push basket, fruit helps</td>
</tr>
<tr>
<td>Kangaroo Rat</td>
<td>Wait for the big jump and run under him</td>
</tr>
<tr>
<td>Cavern Mouse</td>
<td>Better jump test, this guy is real quick</td>
</tr>
<tr>
<td>Duck</td>
<td>This quick mover likes to bounce around</td>
</tr>
<tr>
<td>Hoping Fish</td>
<td>The water balls are pretty, but watch out</td>
</tr>
<tr>
<td>Water Spot</td>
<td>If you’re on a platform, you’re ok...</td>
</tr>
</tbody>
</table>
# THE KING OF KINGS EVALUATION SHEET

Please rate the following:

<table>
<thead>
<tr>
<th></th>
<th>Excellent</th>
<th>Fair</th>
<th>Poor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entertainment</td>
<td>A</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>Education</td>
<td>A</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>Biblical Accuracy</td>
<td>A</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>Challenge</td>
<td>A</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>Graphics</td>
<td>A</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>Sound</td>
<td>A</td>
<td>B</td>
<td>C</td>
</tr>
</tbody>
</table>

How did you find out about The King of Kings?

Magazine  Radio  Newspaper  Television  Church  Sunday School
Youth Group  Bookstore  Friend  Other: ____________________________

What did you like most about The King of Kings?

________________________________________

What did you like least about The King of Kings?

________________________________________

What suggestions do you have for a Wacom Tree video game?

________________________________________

________________________________________

________________________________________
**USING THE CONTROLLER**

- **A BUTTON**: Jump
- **B BUTTON**: Kick / Run
- **START**: Pause / Continue
- **LEFT / RIGHT**: Donkey movement

**A BUTTON**
- **LOW JUMP**: Quickly tap the A button.
- **HIGH JUMP**: Press and hold down the A button.

**B BUTTON**
- **KICK**: Quickly tap the B button.
- **RUN**: Press and hold the B button while pressing the control pad in the direction you wish to run.

**OBSTACLES**

- **ROLLING ROCK**: Run quickly and jump over them to avoid getting hit.
- **BOUNCING ROCK**: Be patient and get your timing just right!
- **FALLING ROCK**: When you see a cave above, walk slowly towards it — watch out for falling rocks.
- **SNOW BALL**: Get some traction on the ice and run as fast as you can to jump over it.
- **ICE CUBE**: You may have to jump or walk over it.
- **LOGS**: With careful timing, you can jump between the logs as they fall. If that doesn't work, try jumping on top of the logs and walking over them.

**CREATURES**

- **Guard**: Move quickly — jump over or kick.
- **Snake**: Jump over or kick this biter out of the way.
- **Goat**: This guy will charge if you get too close.
- **Bat**: Watch those sharp claws for bats.
- **Lion**: Listen for his roar — jump over and run fast.
- **Skunk**: P.U. Stay away from this stinker.
- **Polar Bear**: He can't be fooled — do your best jump.
- **Shepherd**: He's looking for his sheep — run under him.
- **Pilgrim**: So happy to see you, he might jump a lot.
- **Rebel**: He wants to talk, but you must run.
- **Bunny**: Be patient! You may have to wait for her to jump over you.
- **Buck**: He will quickly and walk towards you.
- **Fish**: Watch for fish in the water — they may bite and scare the donkey.

**Jesus and the Temple**

On the journey home from the feast of the Passover, you notice young Jesus is missing. You play Joseph and Mary as you travel back to Jerusalem to search for 12-year-old Jesus. There are eight levels of action to complete. Don't forget to pick up the scrolls for extra health!
THE SCREEN

HEALTH INDICATOR

TIMER

In the upper right hand corner of the screen is a timer. As you play a level, the timer counts down. If the timer reaches zero before you finish the level, you will be placed at the beginning of the level again. The timer counts down more quickly in NORMAL mode, more slowly in EASY mode.

TERRAIN

RAPIDS: Watch the water to determine the direction.

SPIKE ROOMS: Keep your head and feet away from the spikes.

DOMED BUILDINGS: Don’t move too fast; these rooftops are slippery.

FORCED SCROLLING: (NORMAL difficulty) - Some levels scroll automatically. Make sure you don’t get caught near the edge of the screen.

CREATURES AND OBSTACLES

Biting Fish
Time your swimming and jumping carefully.

Bees
They always fly in the same pattern.

Jugs
Stay away from the windows.

Wheels
You don’t want to run into the spinning wheels.

Waterfall Logs
You need these to cross the waterfall.

Falling Spikes
They only fall when you are near.

Vulture
This guy will either push you or take you for a ride.

BUTTON A

LOW JUMP: Quickly tap the A button.

HIGH JUMP: Press and hold down the B button.

BUTTON B

RUN: Press and hold the B button while pressing the control pad in the direction you wish to run.

Using the Controller

A BUTTON: Jump

B BUTTON: Run

START: Pause / Continue

LEFT / RIGHT: Joseph / Mary movement

Manual Design: Nina Badger and Varda Kezar

Illustrations: © Dan Biske
Do you know the King of Kings?

Have you entered into a relationship with the living Savior?

Jesus said: "Behold, I stand at the door and knock: if any man hear My voice, and open the door, I will come in to him, and sup with him, and he with Me." Rev 3:20

To know Him, you must confess with your mouth, and believe with your heart that He is Lord.

"That if thou shalt confess with thy mouth the Lord Jesus, and shalt believe in thine heart that God hath raised Him from the dead, thou shalt be saved.

For with the heart man believeth unto righteousness; and with the mouth confession is made unto salvation." Romans 10:9,10

He loves you and wants to enter into a covenant with you. Won't you receive Him into your heart today? Simply pray out loud:

"Lord, I believe that You died for my sins and rose again from the dead. Forgive me for my sins. Come into my life and be Lord over me. From this day forward I give my life to You. Thank You for my salvation. In Jesus name! Amen."