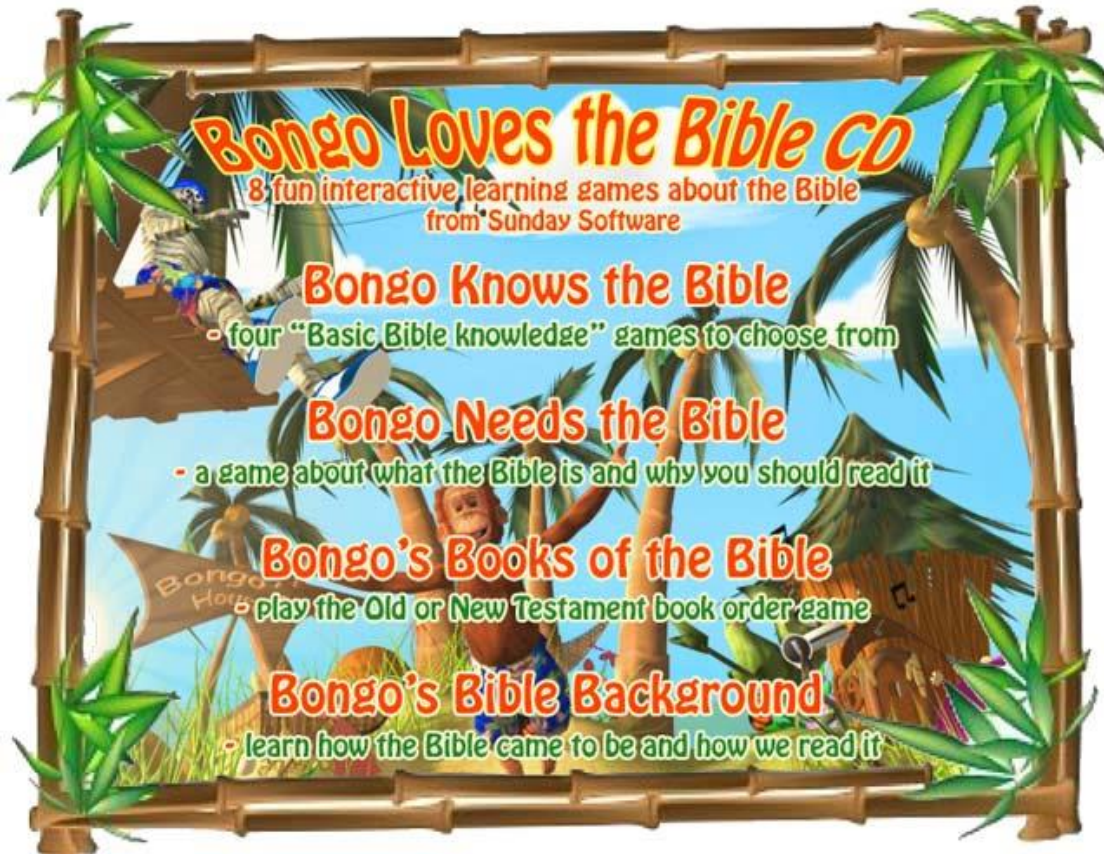


Teaching and Gameplay Tips for Bongo Loves the Bible Software

Bongo is being made available by Sunday Software for free to Rotation.org's supporting members.

The downloaded zip file contains the Bongo-v1.3.exe installer, an important README file, and a Help Folder full of helpful printables including the Teaching and Game Guide to Bongo and a lesson set "about the Bible." Additional lesson suggestions for using this program can be found at Rotation.org.



Overview of Bongo Loves the Bible

Bongo is a suite of fun video games featuring an orangutan named Bongo. There are Four Game Areas, two of them with multiple game options, bringing the total to eight games in all.

- **Bongo Knows the Bible**, is a four level Basic Bible Knowledge Quiz. Each game takes place in a jungle setting. See more about the four levels below.
- **Bongo Needs the Bible** takes place in a Cave and explores what the Bible is and why we need it in our lives.
- **Bongo's Books of the Bible** takes place over a series of Canyons that Bongo must cross. Option for OT or NT.
- **Bongo's Bible Background** features a number of panels to read and questions to answer about the Bible's origins and history.

Players navigate Bongo through the various game landscapes looking for things, completing game challenges, answering questions, and avoiding various traps, pitfalls, and fun critters to achieve and record a score. In some of the games, they can shoot bananas from Bongo's slingshot to repel Bongo-eating plants and Surf Mummies. Bongo must find the treasure at the end of each game, collect bonus points from it, then the player can type in their name and print a certificate. In the Cave game Bongo must also find bread and a lamp to get gates to open. In the "Bongo Knows" Bible Jungle quiz game, Bongo must find and correctly answer all 20 questions in the level before the treasure chest will open. When the Treasure Chest opens, it throws gems and bananas. Collect these "bonus point" items until the game ends and takes you to the scoreboard.

It is highly recommended that students be given time to preview the program and get used to the game controls and gameplay before using Bongo in a lesson setting. The **Game Guide** has many of Bongo's "secrets" including maps of the various games. It also has a **printable Guide for Students** with navigational helps.

Bongo's Keyboard Controls:

- Press the **Arrow keys** to move Bongo.
- Press the **CTRL key** to make Bongo JUMP while also pressing the forward arrow key. The longer you hold the key combination, the farther he can jump. The better running start you give Bongo, the farther he will jump.
- **Press S or L keys to "save" your game or "load"** a previously saved game. A panel will pop up to name your saved location. To go back to it later, "load" that gamespot.
- Press the **END key** to crouch Bongo and avoid being hit by crows and bats.
- Press the **ESC key** to pull up Bongo's menu.
- Press the **G key** on the keyboard to pull up a special "gamma brightness" control to adjust game brightness. ****May not be necessary to adjust. See note.**
- Press the **LEFT MOUSE button** to slingshot bananas.
- **Roll the mouse** to change viewing perspective. This is helpful to read signs.

Note: on some versions of Windows if you hold down a key for a long time the operating system will pop up a "sticky keys" option. Turn it off.

Game Menu Options:

Set level of Difficulty to Easy or Hard. Easy gives Bongo *more lives* and makes the jumping *easier*. Setting the game to "easy" may slightly reduce score.

Note that the "easy" or "hard" settings are SAVED settings. The next time you turn on the computer, and Bongo, the settings will be the same as the last time you played. If you have players of different age/skill levels using Bongo, always check the Easy/Hard options before starting.

Set sound and music levels. These controls allow you to balance game sound effects and game music to your needs.

TIP: Having trouble seeing around Bongo or judging your jump correctly? Move your **MOUSE** up and down. This changes the player's "point of view" around Bongo. This is very handy for many aspects of the game.

Onscreen Icons:

At the top of each screen you will see the "**number of lives**" Bongo has in the game. Each "life" consists of X number of hearts. **He loses a heart** when he is eaten by a plant, or falls into the lava, etc. In the "Hard" mode, Bongo gets fewer lives and jumping is a little more challenging.

Important Certificate Printing Tips:

At the end of each game players can print out a fun certificate of completion. Here are some very important notes about this function:

- Prior to playing the game, you should select "how big" you want the color certificate to print. We have provided 3 options: 1x is very small. 2x is larger. **"Full" is full page.** The final size may depend on your printer's settings.
- We have included certificates in the DOCUMENTS FOLDER on the CD and in c:\bongo on your computer. You can open these, edit them and print them out as you please. This is especially handy way of creating certificates if you need multiple copies of a certificate for multiple players using one computer.
- The "Enter Name" function at the END of each game is only for determining the name to place on the High Score screen. That name will not print out on the certificate.

GAME DETAILS

Bongo Needs the Bible (a.k.a. the "Cave" game)

This game is designed to teach important metaphors for and about "The Word." For example: God's Word is like bread, like a lamp. Sin is like darkness, and the Word guides you along right paths." After going through the game it would be fun to have a discussion about what the individual game elements means. Key elements are: the darkness, the pitfalls, the bread, the lamp, faith/hope/love landing pads, the obstacles/rocks, the Isaiah labyrinth, the Jesus room. Help student understand the visual metaphors. See the Tech Note about brightening up the Cave for those scared by the dark or having trouble navigating. Here's a map key to the underground ruins.



Once you find the Lamp (at location 2 on the map), the Cave brightens up, ...because the Word guides us. The Cave of the Lamp is found at the end of the narrow path that is found by crossing the Faith/Hope/Love lava pit.

GAME SECRET: Click your left mouse button to slingshot glowing bananas into the darkness to see ahead.

How to Win the Bongo Needs the Bible "Cave" Game: You must find your way to Jesus, and when you do, he leaves behind the final key which opens a gate that leads to the outside and a waterfall where you can collect reward points from the Treasure Chest. After collecting rewards for a bit, the game congratulates you and you can enter your name. While you're in the room with Jesus, notice the Bible story told on the wall murals.

Winning Steps: First read the main sign which gives you a clue about what you're doing and educates about the metaphor of light we are working with in this game. Then go 'round or across the main lavapit, and find the bread of life in an area located behind a gate. Then go to the other side of the pit and find the lamp (down past the faith/hope/love pit). Once you have the lamp the main gate across from the main pit will open. Come back to the main area, go through the gate and follow the path. Avoid being crushed by the rocks (follow them and jump over the crevices), find your way through Isaiah's Labyrinth to learn about the light of the world. Then continue moving forward until you find Jesus who will leave you with a key to get out. Collect gems and bananas from the treasure chest by the waterfall and you've won.

Note: the lava pits are NOT intended to be metaphors for hell. They are simply colorful dangerous pitfalls from which Bongo can be repeatedly rescued. Being without God's Word can hurt! ...but forgiveness is forever.

If the Cave is too dark - wait until you find the lamp, it will light Bongo's way. However, if you determine that the Cave is still too dark and you're having trouble finding your way around the first lava pit and adjacent tunnels, **press the 'G' key on your keyboard** and adjust the "gamma/brightness" of your display. **Press your G key** a second time to remove the gamma/brightness display toggle. There are two different types of monitor "grills." Those with an aperture grill (Sony, Viewsonic to name two) will experience a darker cave. Ideally, you want the first lava pit area to be very dark. Why? Because you are looking for the LAMP of God. When you find it, it will brighten your path. If you have the brightness/gamma turned up too high, you won't enjoy the lamp of God.

Gates won't open --that's because you must do certain things in order. Get the bread, get the lamp, then proceed out the passageway at the end of the pit where the words *Micah 2* are found. There is an animated gatekeeper you can sort of hear and see, but you can also ignore him and just make sure you're completing the challenges, then the gate will open.

Jumping from Faith, Hope and Love... It's all about timing, direction and how long you hold the CTRL key while you press your forward arrow.

Lost in the Isaiah Labyrinth? You are trying to cruise the corridors and those green "word pills" in order. The verse's correct order was given to you on the sign at the entrance to the Labyrinth. When you get through them all in order, you should find the Light of God. Then the labyrinth will begin to quake and you need to run out. When you run out, you will not be able to get back in, and are ready to find the true Light of the World.

Rocks keep crushing me -yeah, they're tough! **You want to run behind the rolling rocks in the direction they are rolling**, then jump over the broken bridges to the other side. When you click your mouse to try again you better be moving out of the way or you'll use another Bongo life. If you keep getting crushed, run immediately to the side when you left click your mouse to get rid of the scripture pop up. Always run in the direction the rocks are going. Just run after them, not in front of them! If you stay right up against the side, the rocks will pass you by. (This is also true for the Bongo Books of the Bible "Canyon" game.)



Secret Bible Story: Look carefully at the large murals in the room where Jesus can be found. They tell Jesus' story of the houses built on sand/rock. This might be a good place to stop and discuss the relationship between Jesus and the Word, the light and The Light.

Bongo Knows the Bible (the Jungle Quiz games)

There are four levels (subjects) to select from. In each you must find and correctly answer all 20 questions per level before you can open the treasure chest. The key to the treasure chest only appears when "Squeaky the Dolphin" appears by the waterfall -after you have run past his area.

Here are the four game levels and their quiz subjects:

1. **"Bible Basics 1"** focuses on Bible basics for all ages, but is specially written for Second and Third Graders (...which your older kids won't notice)
2. **"Bible Basics 2"** focuses on "Who and Where am I in the Bible?" Bible Basics 1 & 2 cover 40 stories/people/places which the typical Sunday School students "should" or needs to know. No minor content here, and no trick questions either
3. **"Funny & Famous" Set #3** focuses on The Top Ten Most Popular Bible Verses, plus 10 Funny verses and Bible stories.
4. **"Super Bongo Bible Freak" Set #4** is a more challenging set of questions about "Bible basics" for those who have mastered the first 3 sets.



Beating the “Bad Boy Bongo-Eating Plants” and Surf Mummies

1. **Do not rush right up to them.** They are designed to "activate" when Bongo comes within a certain distance to them. They move in certain directions, but cannot move everywhere.
2. **Walk** toward them using your forward arrow key until Bongo gets close enough to trigger their response. Then, press your **BACK arrow key** *while* you press your left mouse arrow to sling bananas and smooch the plants.
3. **IF they trap you** -you will get a scripture verse to encourage you. Click the scripture verse to make it disappear and then run away from the plants as you restart your turn.
4. Some plants can be outrun or run around. Others can only be smooched with bananas to get around them. If Bongo is too far away from the plant, the bananas will have no effect. You can "steer" the bananas using your mouse, while you shoot them at the plants. **Bongo Fun:** Try jumping on top of stopped plants then don't touch the mouse or keyboard for 5 seconds. The game will begin to spin.
5. **It takes about 3 bananas to smooch a plant.** Same for Sid, though some plants and some Sid the Mummies seem a little more difficult. One of the biggest mistakes is assuming the plants can't come get you while you answer a question. They can, and often do. Each plant, however, has a defined location it can move around in. Best advice: sling bananas!
6. **There's one Question box in a rock crevice that Sid can trap you in if you're not careful.** Hurry. Use your bananas to shoo him away, and jump over him if needed to get back out.

Question Box punches me for no reason ---sorry about that, a couple of them are feisty. If you answer them wrong, they will punch you. This is all part of the fun. All questions must be answered correctly in order to win the game.

Can't find key to treasure chest -look for *Squeaky the dolphin*. Where? In the waterfall of course. But he won't appear until *after* all 20 questions have been answered correctly. He will then spit out a key which bounces in the creek. Grab it and go to the treasure chest.

Can't open chest with key --- there's a question somewhere you haven't answered. Gotta answer them ALL. As long as the "no key" circle appears on the screen, it means there are still questions to find and answer correctly.

A Jungle Shortcut: In the jungle run down the stream to the middle bridge and jump up to grab a foothold on the tiny slanted ledge going up to the bridge.

Crossing W-O-R-D Canyon. You must jump on the correct letters (which the scripture stand gives you a clue about).

Scoring: This part of the game awards points for scrolls and bananas picked up. It also scores students based on the number of right versus WRONG answer selections made. A higher score will be achieved if you don't get questions wrong. Higher points are also awarded for harder DIFFICULTY. The objects flying out of the Treasure Chest also add to the score and finish the game.

Tip! In the four Bongo "Knows" the Bible" jungle quizzes AFTER you have answered the 20th question, you will receive an onscreen ALERT that it is time to go find **the key** to the treasure chest. **Go to Squeaky the Dolphin in the waterfall and he will make the key appear** bouncing in the stream. Grab the key and go to the treasure chest. **If you can't hear him squeaking and don't see the key** bouncing in the creek, it means you haven't found and correctly answered all 20 questions.

Bongo's Books of the Bible (Canyons)

Select either Old or New Testament books to play.

Students must jump Bongo onto the “next correct” book of the Bible to cross the canyons. Chase/collect bonus point objects at the treasure chest to finish.

In the “forest” before each canyon, students will see the correct order of books when they make contact with the scrolls (the book's name floats up). If they are unfamiliar with the order prior to playing the game they should move slowly through each scroll. The “plants” are rather fixed in this game. The books are grouped in their traditional groupings.



Bongo must avoid the rolling rocks and jump left or right at the ledge to land on a platform to start crossing the canyon. Tip: Stay to the side and run to follow a rolling rock. When you get to the edge of the canyon and the rock is rolling down behind you, you need to jump to a platform that's just over the edge of the canyon, either on the left or right. When you get out on the platform, look to see if the first book you need to jump on is there.

For example, in the NT Books game, you need to be on the Matthew platform at the edge of the first canyon. If after avoiding the rock you have jumped on the wrong "first" book platform, you need to jump back to the EDGE, run to the other side before the rock gets you, and jump down to the correct platform. Remember that you can stand flat against the wall as the rock rolls by. So if you need a little extra time to cross the opening to the other first platform, take it. The game is designed for students to make a lot of mistakes! So don't worry. Repetition is part of the learning and memorizing process.

There are Title Signs for each grouping located on the walls of each canyon. We have paired a number of the minor prophets. Adjusting Bongo's Level of Difficulty adjusts Bongo's jumping capabilities and the speed of Bongo-eating plants. "Hard" rewards more points too.

Rocks keep crushing me. Move Bongo against the wall to let the rocks roll on by. Run in the direction the rocks are rolling to get to the canyons.

Getting knocked off platforms when I jump -if those crows are near the platform you are jumping from or to, they can get you. Time your jumps and press the END key to CROUCH when they fly by.

I jump on "Revelations" but it flips me into the canyon -look more closely, it is spelled wrong. Jump on the correct spelling of Revelation. Don't let some of the other book platforms fool you. We purposely made a couple of them look like they are correct, but if you read closely, they are not!

Plant keeps eating me --they're hungry. As SOON as you left click your mouse to try again, move your arrow keys to get away from them! It takes 3 bananas to drop a plant. You can try running around them too. They are faster in the "hard" mode. TIP: Get all the bananas you can at the beginning of the game. The Plants cannot move everywhere, they have boundaries. Watch them.

Scoring: Points are awarded for scrolls and bananas picked up. Points are awarded for how many right versus wrong jumps Bongo makes. Points awarded for catching flying objects coming out of the Treasure Chest.

Bongo's Bible Background Game

There are Ten Question boxes "about the Bible" in this simplified version of the jungle landscape. The answers to the ten questions are found within the content of seven "Study Panels" we have placed in the landscape. Walk up to them and they open. You must open each study panel and then answer all ten questions in order to receive the key to the treasure chest.

Watch out! Sid and the Surf Mummies are out in force ...along with the Bongo- eatin' Plants. You'll need bunches of bananas. Your score is higher when you collect more scripture scrolls, don't get eaten, and the more times you answer the question right the FIRST time. The AGE level of this particular game is 4th grade and up, but optimally 6th and up.

A copy of each panel can be found in the HELP folder that was part of the Download zip.

Suggestion: After playing the game, go back to each study panel with your students and look at the Additional Questions together.



Changing the High Score Screens

There are five editable **SCORE** files in the main Bongo folder on your harddrive. Open them with Window Notepad **only** to make changes or delete scores. You must carefully make the changes or the spacing will get out of whack. Spacing is critical. The files are as follows **jbeg**in = Beginner level scores in the Bongo Knows the Bible jungle quiz game. **jstudent**, **jscholar**, **jsuper** follow. **rold.scr** is the Old Testament books score. **rnew.scr** is the New. If you mess up this file, you can reinstall the game into another folder and copy over the original file to your game.

Blank Certificates: These can be found in the Help Folder in the download zip.

Student Help: Here's a graphic you can print and share.


Bongo & Sid's Game Tips


for use with Sunday Software's Bongo Loves the Bible software
www.sundaysoftware.com

Use your arrow keys to move around.
Use your mouse to look up and down.
Click the mouse to fling bananas.
Press the Ctrl key to jump as you move.
Press 'S' or 'L' key to save/load your game.

Beat the Bulbs! It takes 3 bananas to make a plant disappear. Sometimes you have to walk up to them to get them to notice you, and when they come after you, you must use your down arrow key to back up AS you sling your bananas. Sometimes you can run around them, but not always.

Escape from Sid! Mr. Surf Mummy can go a little wild when he corners you. Jump like crazy and scoot left and right. He'll try to follow you and maybe then you can slip away. Or, aim right at his belly and sling bananas. Some Sids are harder to make go away than others.





Canyon Jumping Tips You must learn to take a running leap from corner to corner of each platform. Press and hold your CTRL (jump) key to jump and hang in mid air a bit longer. Don't press it more than once or you'll bounce off the platform when you land. Line up your run. Bongo needs to gain speed before he leaps.

Lost in the Jungle ?
Print the Game Maps found in the download files Game Guide.

Sudden slow down?
You accidentally hit the shift key.

