Bonga

Bonga is a friendly green worm that was developed in Zindell Technologies secret labs. It eats chocolate and it loves Pizza. Once upon a time, the door was left open and Bonga escaped. Since that day, Bonga met Bongi, which was developed by another company and they established a family. Unfortunately, Bongi had many bugs (after all it was not developed by Zindell). Bonga and Bongi brought up many little Bongas. Unfortunately, the many new Bongas started loosing their mind. The only way to save the life of those little Bongas was catching them so Zindell's software engineers shall be able to fix the bugs they have from their mother, Bongi. The objective of this game is to catch as many Bonga worms as possible. Bonga may appear at one of the nine locations of the screen. With every 100 Bonga worms you catch you proceed to the next stage, get a new life, and the speed of the game is increased. You get a point added to your score for every Bonga worm you catch. You get more points if you do not miss any Bonga. The objective of this game is to reach the highest score possible. Five levels of the game are available.

Running Bonga

Minimum Requirements

Please check your phone's Java memory before installing any applications. For instructions on how to check your Java memory and on how to install Java applications, please refer to your phone's User Guide. For downloading this application, 24 K of memory is required. Program Space Requirement of 43 K and Data Space Requirement of 10 K are needed for the installation.

Starting Bonga

1. From the idle screen, press the **Menu key**.
2. Scroll to **Java Apps** and press SELECT.
3. Scroll to **Bonga** and press SELECT.

Loading

A splash screen appears displaying the name of this application, the version number and an image.

You can click any key to display the next screen, the "Main Screen". If you do not click a key, automatically after 2 – 3 seconds the "Main Screen" will be displayed.

Main Screen

The "Main Screen" presents you with a list of options.

The available options are:

- NEW GAME
- LEVEL
- BEST RESULTS
- SOUND OFF
- HELP
- ABOUT
- EXIT

Once you start the game, the option "CONTINUE" is added to the beginning of the options list.

Scroll to the desired option and press the NEXT command to choose it.

Levels Screen

The "Levels Screen" is where you select the level of the game. Five different levels are available:

- Level 1: you loose a life after you miss 5 Bonga worms.
- Level 2: you loose a life after you miss 4 Bonga worms.
- Level 3: you loose a life after you miss 3 Bonga worms.
- Level 4: you loose a life after you miss 2 Bonga worms.
- Level 5: you loose a life after you miss one Bonga worm.

Scroll to the desired level to select it and press the OK command to return to the "Main Screen".

Playing the Game

On the "Main Screen" select the NEW GAME option and press the NEXT command. The "Game Screen" will appear.

A Bonga worm may show up at one of the nine locations of the screen. You should press one of the Numeric keys from '1' to '9' corresponding to this location in order to catch Bonga. You get points added to your score for catching each Bonga worm. If you succeed catching a Bonga, a message "BONGA" will be displayed on the place you caught it. You get more points if you do not miss any Bonga. For example, if you succeed catching 10 worms one after another without missing anyone, you get 10 points instead of just one and the message "BONGA KAPONGA" is displayed instead of "BONGA". The number of points you get and the message displayed are detailed in the table below.

Number of Bonga worms caught one after another without missing anyone	Number of points received	Message displayed
10	10	BONGA KAPONGA
20	20	BONGA GONGA
30	30	BONGA LOMPA
40	40	BONGA ZONDA
50	50	BONGA JONGA
60	60	BONGA KONGA
70	70	BONGA KATONGA
80	80	BONGA ROMBA
90	90	BONGA JOMBA
100	1000	BONGA BONGA

After every 100 Bongas caught you proceed to the next stage, get a new life, and the speed of the game increases. The "New Stage Screen" will appear to indicate this.

The game is over when you don't have more lifes. Then, the "Game Over Screen" with your points will appear. If you reach the maximum score for the level you played at, your score will be added to the BEST RESULTS for level of your game. The objective is to reach the highest score possible.

You can press the PAUSE command at any time to pause the game. Then, the PAUSE command will be replaced by the RESUME command. Press the RESUME command to continue the game.

Press the BACK command to return to the "Main Screen". Note that pressing the BACK command will not restart your game. Select CONTINUE and press the NEXT command to return to the "Game Screen" and continue the game. Select NEW GAME and press the NEXT command to start a new game.

New Stage Screen

When you catch 100 Bongas on the "Game Screen", the "New Stage Screen" appears automatically. The "New Stage Screen" presents you with a message which presents your score and number of Bonga worms that you caught. When proceeding to the next stage, you get a new life and the speed of the game is increased. Press the OK command to continue the game.

Game Over Screen

The game is over when you lose all your lifes or when you catch all of the Bonga worms. Then, the "Game Over Screen" with your points is displayed. If you reach the maximum score for the level you play at, your score is added to the BEST RESULTS for this level. If you reach the score of 1000000 on Level 5 – it means that you've caught all Bonga worms and won the game.

Controlling the sound

On the "Main Screen" select "SOUND OFF" to switch the sound off. Then the "SOUND OFF" option is replaced by the "SOUND ON" option. Select "SOUND ON" option to switch the sound on. Then the "SOUND ON" option is replaced by "SOUND OFF" option. Different sounds are played during the game when you catch a Bonga worm or when you loose a life.

Accessing Help

On the "Main Screen" select "HELP" to view the Help Screen.
On the "Help Screen" press the soft key under OK to go back to the "Main Screen".

About Bonga

On the "Main Screen" select "ABOUT" to view the "About Screen".
On the "About Screen" press the soft key under OK to go back to the "Main Screen".

Exiting the Program

On the "Main Screen" select "EXIT" to exit the application.

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For more information about this application please visit at **www.jacado.com**.

If you have any questions or remarks, please feel free to send them to **Bonga@jacado.com**.