

JSW97

COLLABORATORS

	<i>TITLE :</i> JSW97	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		December 25, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

JSW97

1.1 JetSetWilly '97

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>> JetSetWilly '97 <<

Version 1.1

          ** By Sam Becket **
** cELLBLOCK4!/SharkByte © 1997 **

Installation

Playing the Game

Known Bugs

History

About the Author

How to Register
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1.2 Installing JSW '97

Installation
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-> FLOPPY INSTALL:

Simply unpack the archive onto a blank floppy disk. Make sure the disk is bootable, if unsure goto a workbench shell, put the disk in DF0: drive then type 'Install DF0:'

-> HD INSTALL:

Unpack the archive to any location on your hard drive and then run the JSW97\_HD\_Installer program, this will copy all needed

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fonts and libraries to your normally assigned FONTS: and LIBS: directories, usually located on your boot drive.

- \* If any of the files needed by JSW '97 are not present then the game will not run, and you will be alerted which file is missing.

## 1.3 Playing the Game

### The Game

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When you run JSW '97 you can skip the intro credits by pressing the Escape key. Once it has loaded you may redefine your keys or ignore this if you want to use a joystick. The default keys are Q=LEFT, W=RIGHT, SPACE=JUMP, P=PAUSE.

The aim of the game is to collect all 200 objects which are scattered around the 190 screens, which will then allow you to enter the palace. Generally anything that moves will kill you and any object that flashes you must collect. You can fall a maximum of 4 blocks without being killed and jump and maximum width of 5 blocks.

Some of the screens are easy, and some are hard, also look out for hidden rooms and passages.

If you manage to get onto the high score table then make sure you keep your disk write enabled, if running from floppy.

While you are playing the game you can multitask by pressing both 'Left Amiga Key' and 'A' together. This is so you can run another task at the same time, or use the internet etc..

GOOD LUCK!

1.4 Known Bugs

Known Bugs

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Many people who have large amount of fastram (16/32mb) have reported not being able to run the game, this may be okay in v1.1

Amiga users with accelerators have commented that the jump routine is too fast, again this should be improved in v1.1

You cannot redefine 3 keys that are on the same row, or willy cannot jump diagonally. The reason for this is still unknown.

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+49 02181- fLASH! - cELLzONE #1 ( cHQ )  
+49 02131-eCSTASY!- cELTIC fROST ( gHQ )  
+49 02102- dENON! - lIQUID jAM ( mHQ )  
+49 02151-rASTAmAN- tHE gHETTO ( dST )  
+32 -sTERNoNE- tHE tRIBE ( bHQ )  
+49 0211 -zAN oNE!- tRASH bAZAR ( eHQ )

## 1.7 How to Register

How to Register

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CURRENT REGISTRATION FEE = £5

Here are some foreign conversions:

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|                   |                   |                   |
|-------------------|-------------------|-------------------|
| GERMANY = 12 DM   | JAPAN = 920 Yen   | DENMARK = 47 DKr  |
| FRANCE = 42 Fr    | NEWZELAND = \$11  | AUSTRALIA = \$10  |
| BELGIUM = 250 BFr | ITALY = 12000 Lir | NORWAY = 52 NKr   |
| USA = \$8         | SPAIN = 1000 Pta  | GREECE = 1900 Dra |
| CANADA = \$10     | HONGKONG = \$62   |                   |

To Register your copy of JSW '97, send £5 (or foreign equivalent) to this address:

James Ramsden.  
9 Brogden View,  
Barnoldswick,  
Lancs. BB8 5LH.  
England, UK.

- \* Please make all cheques/postal orders payable to J.A.Ramsden
- \* For a fast reply please send me your email address (if you have, or have access to one)

You will be given instructions on how to make JSW '97 registered.

The Registered Version will:

- \* Allow you to Load a previously saved game position, and to Save the current game position to a file.
- \* If I have your email address, you will be emailed when new versions are released.

So don't let the Amiga die, and keep supporting Shareware software!