JUMPGUY ENHANCED
(Final V1.1 1/22/95)

a PUSROCKET STUDIOS release
designed by THE MISSING

created with KLIK N' PLAY

JUMPGUY ENHANCED (C) 1995 PUSROCKET STUDIOS
KLIK N' PLAY (C) 1994 MAXIS/EUROSOFT

 CONTACTING PUSROCKET STUDIOS:
If you have questions or comments on the game, or are a KNP developer interested in games
discussion, or feel you wish to contribute to Pusrocket Studios, you can contact us at the
following Bulletin Board Systems:
INTERNET E-MAIL: 76133.2474@compuserve.com
COMPUSERVE: leave MAIL to 76133,2474
BULLETIN BOARDS:
INFRARED ROSE. (206) 536-0000/1/2. 2400-14.4K Baud, 24 Hrs. Running MAJOR BBS.
Sysop: Infrared. Leave E-Mail to THE MISSING.
BEYOND THE GRAVE. (206) 433-7751. 2400-14.4K Baud, 24 Hrs. Running WILDCAT 4.1.
Sysop: The Pink Apparition. Leave E-Mail to THE MISSING.

MENU INSTRUCTIONS AND HOT KEYS:
The menu can be toggled on and off at any time by pressing F8. Press F8 while playing a level
to get the full screen.
F1: pauses game, shows this document.
F2: completely restarts game.
Alt-F4: Quit JUMPGUY ENHANCED.
Ctrl-M, Ctrl-S: Toggles MIDI music and sound samples, respectively.
All other hot keys are described next to their menu heading.

THE GAME:
You are an internation jewelry thief known to the world only as "Jumpguy". You have stumbled
upon a gate to another world filled with treasures, and deadly obstacles. Your object is to garner
all the treasure on a level of the world, to progress to the next level. If you finish all the levels,
you have escaped back to the real world, rich beyond your wildest imagination.

CONTROLS:
JOYSTICK. (NOTE: You must first CALIBRATE your joystick. When you installed JUMPGUY, a
Joystick calibration program was also installed into your Windows MAIN directory with the rest of
the drivers.)
Left or Right: run left or right.
Down: crouch
Button One: Jump
KEYBOARD: (These keys are adjustable under the PLAYERS option in the GAME menu).
Left or Right arrow: run left or right
Down Arrow: crouch

Shift: jump.

You have five lives, and can earn more as you complete the levels. A counter ticks down in each level. When you finish a level, the value of the counter is added to your score.

Good luck, and have fun. Warning: JUMPGUY can be difficult and frustrating, but the game can and has been completed with the allotted number of lives...if this makes you feel any better.

ABOUT PUSROCKET STUDIOS:
We are a small company that is thrilled with the Maxis/Europress product, Klik N' Play. The ease of "programming" with this utility allows much more time to be developed to design and art, resulting in superior Windows arcade games.
We are also always on the lookout for talented artists or designers to help us create the best games we can. JUMPGUY, since it uses KNP material, must be Freeware...but our current "big" project, Bagamane, features all original audiovisuals, and will be shareware. If you're interested in looking into us, please contact us at one of the above systems.

CHANGES FROM ORIGINAL JUMPGUY :
* Different documentation

* More levels

* Level cleanup and extensive level testing

* Cosmetic cleanup and additions, including MIDI music.

ABOUT THE AUTHOR
The Missing was born in 1970. He is currently attending the Art Institute of Seattle, earning his Associate's Degree in Applied Arts (Computer Animation/Multimedia). Too impatient for heavy-duty programming, he has always been interested in "do it yourself" game kits, starting from Adventure Construction Set and Gary Kitchen's Game Maker on his trusty C=64, to Amos and Shoot Em Up Construction Kit on the Amiga, to finally Adventure Game Toolkit and Klik N' Play for the IBM. His hobbies, besides spending hours drawing and rending art for games, extend to music and fiction writing. Jumpguy is his first KNP design for Pusrocket Studios.

ABOUT JUMPGUY ENHANCED (notes to other KNP designers)

JE is basically just a minor revision to the first game The Missing created with KNP. As such, the code is pretty rough, especially the loss-of-life and killer-bullet routines (I used all sorts of unneccessary code and objects for the bullet.) When going over the code, keep in mind that The Missing was still learning the system! At any rate, the kludges he made work for the most part <G>.
Another Pusrocket game in the works, JUMPDUDE, is a total revamp of the JE system, featuring all original graphics and much, much cleaner code. The gameplay will be similar, but there will be more levels, and each level will be bigger. Watch for it!