

Hi, and welcome to Jewel Thief!

Individuals who wish to pass copies out to friends and associates as well as Disk Vendors, Distributors, Sysops, User Groups, Computer Clubs, Subscription Services, Disk-of-the-Month Clubs, etc., should read VEND&BBS.DOC for complete information regarding proper distribution.

SYSOPS: To make things easier, the program and documentation are already compressed in JWLTHF.ZIP on the disk you received.

## HOW TO PLAY

Your goal is to steal as many jewels as you can by running over the jewels with your mouse while avoiding the guards. Once you steal all the jewels on a level, a new set of guards will appear. The scene changes every two levels. You lose a man every time a guard touches you or you leave the playing field. Once you steal the diamonds at the expert speed, you will find out about the jewel of great price.

## HISTORY and HUMOR

Jewel Thief is dedicated to my wife Nancy who enhanced my knowledge of jewels past that of an engagement ring. She also inspired the rainbow in the last scene.

Jewel Thief is not crippled in any way except that it can't sing. I figured you didn't want the whole office to know you are not getting your work done.

Jewel Thief was originally written in Actor but I found people don't like to download 500K programs. I do like Actor for large projects.

For those of you who have made it to the castle scene, yes, I know that "Gold" is not a jewel. I needed a 14th level to round out the game.

## VERSION HISTORY

v1.2 - new accelerators and a high score table.

v1.1 - sold commercially with the Way Forward FunPack.

v1.0 - original version.