

Jumpin' Oids Index

Demoware:

[Restrictions](#)

Game Controls:

[Boss Key](#)

[Mouse](#)

[Keyboard](#)

Game Objectives:

[Mini-Games](#)

[Mini-Adventure](#)

Surviving:

[Scoring](#)

[Lives](#)

Ordering:

[Order Information](#)

Boss Key

This game is not recommended for use at work. It is addicting, makes loud sounds, and will generally get you in trouble. However....if you should sneak a copy of this challenging program into the unfriendly environs of your work place, your programming staff at Backyard Software have thoughtfully provided a quick way to hide. Use the ESC key within any mini-game to stop it and return to the front game selection screen. The ESC key can also be used on the front game screen to quickly reduce the program to an icon

Using the Mouse for Game Control

The mouse may be used for game control. In the circle mini-games (Original, Dare Ya!, Builders, Neutron, Rebound, and Minds Eye), the mouse is moved in a circular fashion to move. The desired direction and angle for the Jumpin Oids player piece should be mimicked with the mouse.

In the platform mini-games (Sliders, Hoppers, and Zoomers), the mouse is moved from side to side to move the player piece left and right. It is possible to jump either across a circle or up on a platform by using the right mouse button. When jumping onto a platform, you will need to bounce twice to gain enough height.

The left mouse button is used in the circle mini-games to fire fast projectiles. Slow projectiles are fired using the Z key in the circle mini-games. There are no projectiles in the platform mini-games (Afterall, how many breaks do you want? You already get 25 lives to begin with.).

Using the Keyboard for Game Control

The keyboard may be used for game control. In the circle mini-games(Original, Dare Ya!, Builders, Neutron, Rebound, and Minds Eye), the arrow keys are used for movement and shooting. The following table gives the keys and their actions:

Key	Action
Left Arrow	Player piece moves clockwise.
Right Arrow	Player piece moves counter-clockwise.
Up Arrow	Player piece jumps across the circle.
Down Arrow	Fast bullet is shot.
Z	Slow bullet is shot.
Shift	Adds turbo speed to player piece movement.

In the platform mini-games (Sliders, Hoppers, and Zoomers), the arrow keys give all the movement and there are no bullets. When jumping onto a platform, you will need to bounce twice to gain enough height. The following table gives the keys and their actions:

Key	Action
Left Arrow	Player piece moves left.
Right Arrow	Player piece moves right
Up Arrow	Player piece jumps straight up.
Up and Left Arrows	Player piece jumps left.
Up and Right Arrows	Player piece jumps right.
Home	Player piece jumps left.
Page Up	Player piece jumps right.

Mini-Games Objective

The first nine buttons on the front game selection screen are your mini-games. They are intended for practice. Six of the mini-games are circle based and are intended as your main trying ground. The other three mini-games are platform based and are considered bonus games for the last game, the Mini-Adventure.

In all mini-games, the objective is to get rid of all of the bad guys. You know they're bad because if you stay in one place long enough, they will kill you. We can't have that happening, so you must go on the offensive and get rid of those guys and as a result, make this world a better place to live in. The entire population of the planet thanks you for helping in this worthwhile endeavor.

Mini-Adventure Objective

Here is the heart of the Jumpin' Oids game. Once you have practiced and practiced on the first nine mini-games, its time to try your hand at the Mini-Adventure. You will be given six random levels out of the six circle mini-games. Within each level it is possible to be transported to a bonus level to pick up extra lives. You may make it to the end, and then again, you may not. The Mini-Adventure skill level may be set under FILE/SETTINGS.

There are over 2000 combinations of levels that make up the Mini-Adventure. You never know what you'll get until you start playing. Have fun jumping!

Scoring

It is possible to gain fabulous points in the Jumpin' Oids Windows arcade game. Each mini-game and the mini-adventure window has a score that is based on what gets defeated. It is possible to gain more points in the platform mini-games (Sliders, Hoppers, and Zoomers) by making your hit at a higher point in the window. With the fabulous points you earn, it is possible to gain an extra life every 1000 points. Use the mini-games to practice up for the mini-adventure. Lives and points do not carry over between mini-games and the mini-adventure.

Lives

Life is a precious thing and should not be wasted. The Jumpin' Oids Windows arcade game gives you over a score of lives to start out each mini-game and the mini-adventure. Be very, very careful. It's easy to get stuck and drain your lifeblood away. If you play the mini-adventure, take advantage of the bonus rounds (i.e., the platform-based levels) and their higher point earning potential to gain extra lives.

Order Information

The Jumpin' Oids Windows arcade game may be ordered by mail or phone, using check, money order or credit card, from Backyard Software. Please refer to the HELP/ORDER INFORMATION menu item on the main program screen for more information.

Demoware Restrictions

The demoware version of the Jumpin' Oids (tm) Windows arcade game (identified by the version number ending in an "s" - see the HELP/ABOUT box) may be freely distributed. The software and all associated files (including music files) are copyrighted materials and may only be used in conjunction with the Jumpin' Oids program.

You may order the full version of Jumpin' Oids by mail or phone, using check, money order or credit card, from Backyard Software. Please refer to the HELP/ORDER INFORMATION menu item on the main program screen for more information.

