

# JUMP RAVEN™ HELP

## GETTING STARTED

Please read the "Installation Instructions" included on the CD. These will explain all installation and trouble-shooting procedures. Then watch the introductory movies on the Jump Raven disk, including the help tutorial. This supplementary help file contains detailed information about the high scores screen (main menu) and game panel.

## THE HIGH SCORES SCREEN

The High Scores screen contains a number of menus and buttons. Select any of the buttons for information about the game, your mission, craft, or choose the play button to begin. The menus are as follows:

### **Apple Menu**

This menu allows you to use on-line help, or see the "About" movie.

### **File Menu**

This menu allows you to quit, start a new game or open a saved game.

### **Edit Menu**

This menu is for system compatibility only. It fulfills no purpose in Jump Raven.

### **Settings Menu**

This menu allows you to select a level of difficulty for the game. The pre-set level is "Intermediate". If this proves too difficult, select the "Training" level. The "Keys" option allows you to change game keys. "Cache Mazes" is a preset option that optimizes game performance. It is already set at "on". Turn it off and you may experience slower game performance.

### **Sound Menu**

Use this menu to adjust your sound levels.

## **GAME PANEL**

The game panel or cockpit appears at the beginning of game play.

### **Video Monitor**

The video monitor on the upper-left of the panel is where your copilot communicates with you. Copilot comments are mostly useful and will warn you of enemy fire, broken equipment and proximity of allies such as the Weapon's Lady, fuel trucks and repair bays. You may choose your copilot, along with your weapons and musical soundtrack, prior to each mission. Environmental Security Agency (ESA) allies also appear on your video screen as do enemy agents.

### **Copilot Task Controls**

You can assign your copilot up to three tasks to perform: NAVIGATION gives you copilot control of your hoverjet's flight paths; HOVER CONTROL gives them control of the hoverjet's up and down movement; and WEAPONS CONTROL allows them control and use of your craft's armaments. When you give your weaponry to your copilot the weapons panel icons at the lower mid-section of your screen will disappear. They will reappear when you reassume control.

### **Systems Buttons**

Directly below the Copilot Task Controls are the Systems Buttons. You may click on them at any time during your mission. Here's what they do:

- Clicking on SAVE saves your mission.
- Clicking on HELP stops the mission and lets you retrieve information about your cockpit controls.
- Clicking on SOUND permits you to adjust your volume levels.
- Clicking on KEYS enables you to modify the keyboard controls.
- Clicking on PAUSE allows you to stop your mission.
- Clicking on QUIT aborts your mission.

### **HOVER and FLY Buttons**

Below the Systems Buttons are two icons: HOVER and FLY. Clicking FLY enables your craft to move forward but not up or down. Select HOVER and your craft can be raised or lowered but only in a stationary position. You can toggle between the two buttons.

### **Weapons Panel**

Your Weapons Panel is centered at the bottom of the cockpit panel. To engage any weapons system, click on its icon, (if your copilot is controlling your weaponry you will not see any icons). then position the cursor on the screen's active area. Your weapons systems are (from left to right): Lasers, Cannons, Rockets, Missiles, Bombs and Defensive Arms. To fire, click the mouse on the intended target. Some of the more advanced arms are "targeted" and "smart" weapons. They work by clicking your cursor directly on an enemy craft. Targeted weapons will lock on to a craft's initial position. Smart weapons will actually follow enemy movements. When you need more weapons you will be contacted by the Weapons Lady. Fly to her coordinates and you will be able to trade or buy more arms.

You will be given full trade in credit for any weapons you sell or replace.

### **Radar Screen**

Your radar, located at the upper-right of your cockpit panel, gives you information on both enemy positions and your own. Enemy craft appear in red, your allies appear blue, pods are green and enemies with pods are also green. For more information about pods see "Pod Gauge" below.

### **Directional Indicator (D.I.)**

This device tells you how far away you are from the allies: the weapons helicopter, fuel trucks and repair bays. The D.I. locks onto their coordinates and guides you to them by displaying the correct distance and direction of their position.

### **Gauges**

Located at bottom right of the cockpit panel are gauges that display important combat indicators.

### **Ammo Gauge**

This indicator displays remaining ammunition -- but only for the currently selected weapon. When the stock runs low you will find it wise to switch to another weapon or wait for the Weapons Lady to alert you to her position.

**Fuel Gauge**

This indicator tells you how much fuel remains in your craft. When it gets low you'll have to rendezvous with a fuel truck.

**Shields Gauge**

This indicator depicts the strength of your craft's shields. When they drop you are liable to experience equipment damage. If you've lost the use of a lot of your equipment, you'll be notified as to the position of the nearest repair bay where you can purchase items such as video monitors, radar screens and directional indicators.

**Pod Gauge**

This instrument tells you how many pods you have captured. Pods resemble beer kegs with a green ring around them. To stow a pod, position your craft above it. A magnet embedding in your craft will grab them. Once you've captured them all, you'll be instructed as to where to drop them.

**Cash Totals**

Because you're a mercenary you'll be paid for each kill. This screen indicates your current cash tally. Use this money to purchase weapons, pay for repairs and fuel. All charges will be electronically transferred to your cockpit. Depending on your performance you may be entitled to a bonus, which is given following each mission.

**Mission Lives**

Centered at the top of your cockpit panel are four red lights. They indicate the number of attempts you are allowed at completing your mission. Once you have successfully completed that mission, you can go on to the next mission.

**COMPLETING THE GAME**

To complete the game you need to find and collect all the pods in your sector. There are three sectors, each corresponding to a borough of New York City: the Bronx, Brooklyn and Manhattan. Once you have collected all the pods in your sector you will be instructed to deliver them to an ESA drop point. Upon completing the drop you may encounter one final bad-assed enemy. Once you have successfully neutralized your opponent you will be assigned another sector and a new mission. Depending on your performance the ESA may award you a cash bonus upon completion of each mission.

**COMMENTS AND SUGGESTIONS**

CyberFlix is interested in hearing what you have to say about Jump Raven™ and our other titles. Please send your comments and suggestions to:

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