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How To Register JumpStar

The registration price for JumpStar is only \$19.95. VISA and MasterCard are accepted. We pay shipping and handling charges. There are many ways to register:

1. Register On-line at Dexterity Software's Web Site (Credit Cards Only)

If you have web access, the fastest and easiest way to register is to point your web browser to <http://www.dexterity.com> and fill out our on-line order form.

2. Register by E-Mail (Credit Cards Only)

Fill out the file ORDER.FRM found in your JUMPSTAR directory, and email it to orders@dexterity.com.

3. Register by FAX (Credit Cards Only)

If you will be using a fax/modem, fill out the file ORDER.FRM found in your JUMPSTAR directory, and fax it to Dexterity Software at (310) 640-9031. If you will be using a stand-alone fax machine, print out the registration form, fill it out, and fax it to Dexterity Software at (310) 640-9031.

4. Register by Mail

To register by mail, simply print out the registration form, and mail it with your payment. Our mailing address is listed on the form.

5. Register on CompuServe

If you have access to CompuServe, **GO SWREG** to enter the shareware registration database, and register **product id 14441**. CompuServe will bill your account directly and notify us to ship the game out to you right away.

We encourage you to register so that we may continue to bring you even better games in the future.
Thank you for supporting the shareware method!

Registered users will receive an upgrade which includes the following:

- * **All 7 Mind-Blowing Stages: Geedra Prime, Titan's Belt, Gaslori Nebula, Quayja Moon, Seti Solna, Fractal Geretus, and Andotron Omega**
- * **Cheat Codes for Unlimited Lives and Power-Ups**
- * **Advance Notification of New Releases**
- * **Product Technical Support**
- * **Our Sincerest Gratitude for Supporting the Shareware Method**

See Also

[JumpStar Registration Form](#)

JumpStar Registration Form

Print out this topic and fill it out (Select File then Print Topic from the help menu).

Name (Please Print) _____

Address _____

City _____ St./Prov. _____ ZIP/Code _____

Country (if not USA) _____ Email _____

*** Mark all games you wish to order ***
(All prices are in US Dollars)

- JumpStar (\$19.95)
Exciting high-res side-scrolling shoot-em-up with seven intense levels and six different weapons.
- BrainWave (\$19.95)
Addicting high-res shoot-em-up featuring nine scenarios of brain-invader blasting action.
- BrainWave 2: Return of the Nanobots (\$19.95)
The long-awaited sequel to BrainWave, featuring a weapons shop, awesome power-ups, and evolving enemies.
- Fortune Pack (\$ 9.95)
Four original games that combine strategy and luck. Enjoy playing these whenever you take a break for fun.

SUBTOTAL: \$ _____

California State residents MUST add sales tax: \$ _____

TOTAL ORDER: \$ _____

Free Shipping and Handling -- All Games Supplied on 3.5" Disks.

Note: Payment must be in US dollars and drawn against a US bank.
Make checks payable to "Dexterity Software".

- Cash (US Dollars only)
- Check
- Money Order
- Credit Card (VISA/MC accepted)

Name of Card Holder _____

Card Number _____ Exp Date ____/____

Signature _____

Mail to: Dexterity Software
 P.O. Box 114
 El Segundo, CA 90245-0114

or Fax to: (310) 640-9031 (Credit Card Orders Only)
or Email to: orders@dexterity.com (Credit Card Orders Only)

Download great new shareware games from WWW.DEXTERITY.COM!

Age: _____

Computer: _____ (i.e. Pentium 166, etc)

Operating System:

- Windows 3.1
- Windows 95
- Windows NT
- Other: _____

Where did you obtain the shareware version of this game?

- Dexterity Software's Web site: www.dexterity.com
- Other Web site -- Name: _____
- Internet FTP site -- Name: _____
- BBS -- Name: _____
- America Online
- CompuServe: Forum Name: _____
- Retail (store, flea market, computer swap meet)
- From a friend, from work, or from a relative
- Shareware catalog -- Name: _____
- CD-ROM disk -- Name: _____
- Other: _____

Comments / Suggestions: _____

Thank You!

[JS13]

Distribution Policy

You are encouraged to freely copy the shareware version of JumpStar, as long as you keep the original files together in an unmodified format. Please read the file LICENSE.DOC in the JumpStar directory to understand your rights.

Shareware Vendors and CD-ROM Distributors: Please read the file VENDOR.DOC in the JumpStar directory for distribution requirements.

It is a violation of copyright law to redistribute the registered version of JumpStar.

See Also

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Overview

Late in the 21st century, human beings discovered the JumpStar just beyond their own solar system. By flying a ship into it, a pilot could traverse astronomical distances in seconds, visiting remote areas of our galaxy never before realized. At last the terrans could travel outside the Sol system, make contact with other advanced alien races, and enter a new age of scientific discovery.

Humans, however, were not the only species to take notice of the JumpStar. Several devious alien worlds had begun sending hostile ships through their own JumpStars into the Sol system, attempting to cut off all terran access to the rest of the galaxy, bottling the humans inside their own system. Many terran ships were lost in the battles which followed, and the enemies of Sol began to gain the upper hand. Terran ships were being destroyed almost as fast as they could be built, and it looked like the humans might never be able to recover. Rumors spread that several of the alien species blockading the JumpStar were beginning to team up to conquer earth, to strip the planet and split its valuable resources between them. The terran scientists back on earth had devised a means to seal the JumpStar permanently, but they considered it only a last resort to keep the intruders out of their system.

This desperate situation called for a desperate measure. The humans sent all of their remaining ships to the JumpStar in a do or die attempt to permanently oust the invaders from the Sol system. The fierce space battle resulted in high casualties for both sides, so much that every human ship was destroyed save one, but the humans were victorious. Since the intruders will soon be sending along additional reinforcements which could easily overpower the last of the terran fleet, there is only one option left. That last terran ship must fly through the JumpStar to the attacking worlds and seal the alien JumpStars from the other side, preventing the invaders from ever threatening earth again. You are the pilot of that last ship, brave of heart, quick of reflexes, and heroic by nature. Tighten your harness and prepare for battle as you fly into the heart of the JumpStar. The fate of the human race is in your hands! Are you ready for the challenge?

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Objective

Your mission is to travel through the JumpStar to the seven systems which threaten the earth. Shoot down enemies while dodging their fire, and collect power-ups along the way to increase your ship's firepower. Defeat the menacing bosses at the end of each level and seal the alien JumpStar in order to terminate the threat once and for all.

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Game Controls

Mouse Controls

If using a mouse to control the ship, move the mouse to maneuver the ship, avoiding contact with enemy characters and bullets. The left mouse button will fire the currently armed weapon, and the right mouse button will switch to the next available weapon. You may switch the left and right mouse button commands if you wish by selecting **Options | Configure Controls** from the menu.

Note: Hitting the right mouse button will have no effect if the ship only has guns available, which is the only weapon your ship is armed with at the beginning of a new game. You can choose between different weapons as soon as you pick up another power-up.

Keyboard Controls

If you wish to use a keyboard to play JumpStar instead of a mouse, you may choose which keys correspond to each command by selecting **Options | Configure Controls** from the menu. The default commands are as follows:

Move Ship Up	Push the up arrow key.
Move Ship Down	Push the down arrow key.
Move Ship Left	Push the left arrow key.
Move Ship Right	Push the right arrow key.
Fire weapons	Push the spacebar .
Change weapons	Push the ctrl key.
Pause the Game	Push the Esc key.
Unpause the Game	Push the F3 key.

To move diagonally, push and hold two directional keys together. For example, to move diagonally up and to the left, push the up and left arrow keys simultaneously.

See Also

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Stage Select

When you begin a new game, you will see the Stage Selection Screen, which will allow you to choose which stage to attempt first. This version of JumpStar is shareware and includes only 2 stages, but the registered version has a total of 7 stages. You may challenge the stages in any order. Click on the left and right arrows to cycle through the stages, and choose the stage you wish to challenge by clicking on the **ENGAGE** button. You may not repeat a level you have passed unless you start the game over from the beginning. You will see the stage selection screen every time you pass a level, so you may choose the next level you wish to challenge. If you prefer to use the keyboard, use the arrow keys to select a stage, and press Enter to begin the level.

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Game Stages

The registered version of JumpStar features 7 stages of space shooting action to challenge you. This is the shareware version, which includes only two stages. When you start a new game by selecting **Game | New** from the menu, you will see the stage selection screen where you can choose which stage you would like to play first. The two stages included with the shareware version are:

Geedra Prime

This system is inhabited by organic space beings whose only goal is to reach the JumpStar and conquer Earth. Their leader resembles a gigantic octopod with two laser cannons mounted on its sides.

Gaslori Nebula

Battle through this stage inside a gaseous cloud. When fighting the boss, you will have to anticipate its movements, since frequent contact with its gaseous exterior may prove fatal.

Registered users will receive the following 5 additional stages. For more info on registering JumpStar, see [How To Register](#).

Titan's Belt

This asteroid field will be difficult to navigate safely, and even more difficult will be an encounter with the heavily armored space station at the heart of it.

Quayja Moon

The surface of this moon is littered with ground-based enemies who will try to knock your ship out of the sky, so missiles and hunters will be particularly effective on them. Your goal is to destroy the fortified moon station at the end of the level.

Seti Solna

Flying saucers abound on this high speed stage. The threatening warship boss of this level will not be easy to shoot down, since you'll have to spend much of your time avoiding the blasts from its pulse cannons.

Fractal Geretus

You will encounter many strange creatures after your ship enters the fractal dimension. The boss of this level will try to bombard your ship with multiple projectiles.

Andotron Omega

Little is known about this system, since few who have traveled there have ever returned safely. Rumors abound that it is populated entirely by artificially intelligent machines who have stripped every world they've encountered for raw materials to build more of their deadly ships.

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Power Ups

There are 6 different weapons you can use to battle your enemies in JumpStar. As you fly through the levels, you may occasionally see a small square weapon icon. If you fly your ship over it, you will be armed with a new weapon, which will appear on the right side of the game screen. The power-ups are as follows:

Guns- Your ship will always be armed with this dependable weapon. Guns, however, are the weakest weapon available.

Missiles- These 3-way missiles are great for shooting multiple targets at once, but they are only as strong as guns.

Wave- This weapon discharges a wide beam of energy, making it easy to hit enemies that may try to dodge your bullets. It does a moderate amount of damage to anything it hits.

Hunter- These heat-seeking projectiles will only inflict moderate damage, but they can seek out and destroy targets even if you are not aiming at them.

Laser- A blast from your laser will cut right through anything in its path, inflicting a high amount of damage and possibly hitting multiple targets at once.

Plasma- Each shot from the dual plasma cannons will inflict a large amount of damage on any targets in its wake.

One-Up- If you are quick enough to grab this power-up, you will receive an extra life.

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Enemy Characters

There are many enemy characters on each level who may attempt to destroy your ship either by ramming into you or firing shots at you. You can destroy them by shooting them with your weapons, but you may also choose to avoid some of the stronger enemies.

Bosses

At the end of each level is the boss for that system. The boss is a larger, more menacing enemy who is much tougher to defeat than any other enemy character. If you can defeat the boss for a particular stage, you will pass that level and return to the stage selection screen to begin the next level.

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Progress Bar

At the bottom of the screen is a progress bar which shows how much of the current level you have completed. You will encounter the boss at the end of the level when your progress bar reaches the end. Every time you lose a life, a skull and crossbones will appear on the progress bar.

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Lives / Continues

If your ship ever collides with an enemy or is shot by an enemy projectile, you will lose a life. The number of lives remaining is displayed in the top right-hand area of the screen. As long as you have lives remaining, you will get a new ship and can keep playing on the current level. If you run out of lives, you will be asked whether or not you want to continue playing. If you do continue, you will not have to replay any of the levels you have previously passed. When you run out of continues, you will have to start over from the beginning.

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High Scores

If your score is among the top ten, you will be asked to enter your name in the JumpStar High Scores list. If you wish to view the current top ten, select **Game | High Scores** from the menu.

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Game Menu Commands

Game | New

Begin a new game of JumpStar.

Game | Pause

Toggle pause or unpause the game in progress.

Game | High Scores

View the JumpStar top ten.

Game | Print Order Form

Print out an order form to register JumpStar and order other Dexterity Software products.

Game | Exit

Quit playing JumpStar.

See Also

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Options Menu Commands

Options | **Configure Controls**

Choose to use the keyboard or the mouse for controlling the ship. You can also swap the functions of the left and right mouse buttons if using the mouse or change the keys that correspond to the commands for controlling the ship if using the keyboard.

Options | **Customize Game**

You can personalize JumpStar to your preferred style of playing with this option. A dialog box will pop up, which will allow you to specify the difficulty level, the number of lives to begin with, and the number of continues allowed per game. The default setting is Normal difficulty with 3 lives and 3 continues.

Options | **Music**

Toggles the MIDI music on or off. When this option is checked, MIDI music will play at the beginning and end of the game and throughout all levels. A sound card and the proper MIDI driver must be installed in order to hear MIDI music.

Options | **Sound Effects**

Toggles the digitized sound effects on or off. When this option is checked, sound effects will play throughout the game in response to certain events. A sound card and the proper sound driver must be installed in order to hear digitized sound effects.

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