Jewel Thief
v1.2a

Last updated: April, 1992

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. 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.

Program Contents

ASP.BMP	Logo for ASP.
CORRECT.TXT	Explanation for the 'a' in v1.2a
JWLTHIEF.BMP	Logo for "Jewel Thief".
JWLTHF.ZIP	Compressed file containing all of items listed above for easy BBS distribution.
ORDERFRM.WRI	Order Form, Registration, License, Usage, Warranty Information and ASP Ombudsman Statement.
PACKING.LST	This list in text file format.
README.WRI	Last-minute information and humorous tid-bits. Also, information about Shareware and the Association of Shareware Professionals (ASP).
VEND&BBS.WRI	Information and restrictions for disk vendors, individual distributors, Computer Club, User Groups, and Sysops. Also recommended descriptions of Jewel Thief for catalogs and BBS.

Author Information

ServantWare is a software company owned and operated by Paul Ligeski. At ServantWare we strive to uphold the character quality that is part of our name: service. This concept is fundamental to our approach to product development, production and marketing.

Please feel free to contact me (Paul Ligeski) at any time if you have any questions, comments or suggestions. I can be reached at:

Paul Ligeski
President and CEO
ServantWare   Voice: (313) 741-1711 (evenings)

Shareware

Jewel Thief is a 'shareware' program. What does that mean? In short, Jewel Thief is a copyrighted program which you may try and share with others but after thirty days you must register Jewel Thief. Below is more explanation of the shareware concept.

Some Definitions

You've probably heard the terms "public domain", "freeware", "shareware", and others like them. Your favorite BBS or disk vendor probably has many programs described by one or more of these words. There's a lot of confusion about and between these terms, but they actually have specific meanings and implications. Once you understand them, you will have a much
easier time navigating the maze of programs available to you, and understanding what your obligations are, or aren't, with each type of program.

Let's start with some basic definitions.

"Public domain" has a very specific legal meaning. It means that the creator of a work (in this case, software), who had legal ownership of that work, has given up ownership and dedicated the work "to the public domain". Once something is in the public domain, anyone can use it in any way they choose, and the author has no control over the use and cannot demand
payment for it.

"Copyrighted" is the opposite of public domain. A copyrighted program is one where the author has asserted his or her legal right to control the program's use and distribution by placing the legally required copyright notices in the program and documentation. The law gives copyright owners broad rights to restrict how their work is distributed, and provides for penalties for those who violate these restrictions. When you find a program which is copyrighted, you must use it in ascccordance with the copyright owner's restrictions regarding distribution and payment.

"Shareware" is copyrighted software which is distributed by authors through bulletin boards, on-line services, disk vendors, and copies passed among friends. It is commercial software which you are allowed to use and evaluate before paying for it. This makes shareware the ultimate in money back guarantees.

The Shareware Concept

Most money back guarantees work like this: You pay for the product and then have some period of time to try it out and see whether or not you like it. If you don't like it or find that it doesn't do what you need, you return it (undamaged) and at some point - which might take months - you get your money back. Some software companies won't even let you try their product! In order to qualify for a refund, the diskette envelope must have an unbroken seal. With these "licensing" agreements, you only qualify for your money back if you haven't tried the product.

With shareware you get to use the product for a limited time, without spending a penny. You are

able to use the software on your own system(s), in your own special work environment, with no sales people looking over your shoulder. If you decide not to continue using it, you throw it away and forget all about it. No paperwork, phone calls, or correspondence to waste your valuable time. If you do continue using it, then - and only then - do you pay for it.

Shareware is a distribution method, NOT a type of software. Shareware is produced by accomplished programmers, just like retail software. There is good and bad shareware, just as there is good and bad retail software. The primary difference between shareware and retail software is that with shareware you know if it's good or bad BEFORE you pay for it.

As a software user, you benefit because you get to use the software to determine whether it meets your needs before you pay for it, and authors benefit because they are able to get their products into your hands without the hundreds of thousands of dollars in expenses it takes to launch a traditional retail software product. There are many programs on the market today which would never have become available without the shareware marketing method.

The shareware system and the continued availability of quality shareware products depend on your willingness to register and pay for the shareware you use. It's the registration fees you pay which allow us to support and continue to develop our products.

> Please show your support for shareware by registering those programs
> you actually use and by passing them on to others.

Shareware is kept alive by YOUR support!

Version History

v1.2a - Correction in the registration reminder screens
v1.2 - New accelerators and a high score table.
v1.1 - Sold commercially with the Way Forward FunPack.
v1.0 - Original version.

Copyright (c) 1991 - 1992 by ServantWare. All Rights Reserved.