Jewel Thief Help Contents

The contents lists all Jewel Thief Help Topics.

To learn how to use Help choose How to Use Help from the Help menu or press F1.

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Overview

The National Museum is in a tissy.   The country's jewel collection has been stolen and scattered all over creation.   Your mission is to travel to far away places and steal back the jewels from their unrightful owners.

Jewel Thief is dedicated to my wife Nancy who enhanced my knowledge of jewels past that of an engagement ring.   For those of you who have made it to the castle scene, no "Gold" is not a jewel.

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Playing the Game

The object of Jewel Thief is to collect as many jewels as you can by running over the jewels with your mouse so that you can advance to the next level.   Along the way you need to avoiding the guards who can steal away one or more of your nine lives.

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.

The screen is divided into two windows: the Playing Field window and the Status Bar window.   The Playing Field is the area where the jewels and guards are.   The Status Bar displays the jewel you are collecting, the number of men remaining and your current score.

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Rules of the Game

Jewel Thief has one simple rule: collect all the jewels while avoiding the guards.

You start the game with nine lives.   You can gain additional lives every 30,000 points.

To complete a level of play, collect all of the jewels on the level while having at least one life left.   There is no time limit for a level.

At the start of each level at least one new guard is commissioned to chase you.   This new guard is faster than all of his counterparts.   The guards cannot be destroyed.   There is no gun or laser to operate.   The only control you need is the mouse.   The arrow keys do not offer any assistance.

The screen is not sizable to prevent you from cheating.

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Scoring

Each jewel is worth a different amount with the value increasing as you get to more difficult levels.   The Emeralds on the first level are worth 100 points and the Diamonds on the last level are worth 1,400 points.

Once you collect all the Diamonds at the beginner or intermediate speed, you are promoted to the next speed level.

To see the high scores

From the Game menu choose High Scores

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Strategy and Hints

This section contains helpful hints for playing Jewel Thief successfully.

Collecting Jewels

A good strategy is to wait around by a jewel until it is unguarded.   The jewels are placed at random on the playing field so there is no consistant path to follow to collect all the jewels.

Each jewel is worth more so you can get more lives as your skill improves.

Avoiding Guards

Sometimes you can hide in the background.   For example you can hide in the Egyptian sky because camels can't fly.

Keep moving.   If a guard catches you napping, he will take more than one man.

Leaving the playfield will cost you one man.   This includes hiding in the status bar.   You can enjoy the graphics by choosing Pause from the Game menu.

See Also

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Game Menu Commands

This section contains information about Game menu commands in Jewel Thief.

New
Starts a new game.

Pause

Stops the game so that you can look at the scenery.   In pause mode, you are not able to collect jewels but you do not lose any men either.
To resume play, choose Pause again, or press F3.

Options...

The "Speed" option changes the speed of the guards.   The "Beginner" setting is the slowest with the "Intermediate" setting offering more challenge and the "Expert" setting providing perilously fast guards.

The "Pause" check box offers better simulation of arcade games.   After every two levels, a pause window displays allowing you a short break.   The option is "on" when the box has an X in it.

The "Cheat Mode" check box allows you to exit the playing field and re-enter without the penalty of losing a man.   The option is "on" when the box has an X in it.

High Scores

Displays the top ten high scores since Jewel Thief was installed.   To reset the high scores, delete the file SERVANT.INI which is located in the same directory as Jewel Thief.

Exit

Quits Jewel Thief and returns you to Windows. You can quit at any time, even in the middle of a game. The next time you play, you begin on the first level.

Warranty

Jewel Thief provided hereunder (collectively referred to as "Software") is provided as is without warranty of any kind, either express or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose.   In no event shall Servantware or its suppliers be liable for any damages whatsoever including direct, indirect, incidental, consequential, loss of business profits or special damages, even if Servantware have been advised of the possibility of such damages.   Some states do not allow the exclusion or limitation of liability for consequential or incidental damages so the foregoing limitation may not apply.