

JSW97

COLLABORATORS

	<i>TITLE :</i> JSW97	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 27, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	JSW97	1
1.1	JetSetWilly '97	1
1.2	Installing JSW '97	1
1.3	Playing the Game	2
1.4	Known Bugs	2
1.5	History of JSW '97	3
1.6	About the Author	3
1.7	How to Register	4

Chapter 1

JSW97

1.1 JetSetWilly '97

```
>> JetSetWilly '97 <<

Version 1.2

      ** By Sam Becket **
** cELLBLOCK4!/SharkByte © 1997 **

Installation

Playing the Game

Known Bugs

History

About the Author

How to Register
```

1.2 Installing JSW '97

Installation
~~~~~

-> FLOPPY INSTALL:

Simply unpack the archive onto a blank floppy disk. Make sure the disk is bootable, if unsure goto a workbench shell, put the disk in DF0: drive then type 'Install DF0:'

-> HD INSTALL:

Unpack the archive to any location on your hard drive and then run the JSW97\_HD\_Installer program, this will copy all needed

---

fonts and libraries to your normally assigned FONTS: and LIBS: directories, usually located on your boot drive.

- \* If any of the files needed by JSW '97 are not present then the game will not run, and you will be alerted which file is missing.

## 1.3 Playing the Game

### The Game

~~~~~

When you run JSW '97 you can skip the intro credits by pressing the Escape key. Once it has loaded you may redefine your keys. The default keys are Q=LEFT, W=RIGHT, SPACE=JUMP, P=PAUSE.

The aim of the game is to collect all 200 objects which are scattered around the 190 screens, which will then allow you to enter the palace. Generally anything that moves will kill you and any object that flashes you must collect. You can fall a maximum of 4 blocks without being killed and jump and maximum width of 5 blocks.

Some of the screens are easy, and some are hard, also look out for hidden rooms and passages.

If you manage to get onto the high score table then make sure you keep your disk write enabled, if running from floppy.

While you are playing the game you can multitask by pressing both 'Left Amiga Key' and 'A' together. This is so you can run another task at the same time, or use the internet etc..

GOOD LUCK!

1.4 Known Bugs

Known Bugs

~~~~~

Many people who have large amount of fastram (16/32mb) have reported not being able to run the game, this may be okay in v1.1

Amiga users with accelerators have commented that the jump routine is too fast, again this should be improved in v1.1

You cannot redefine 3 keys that are on the same row, or willy cannot jump diagonally. The reason for this is still unknown.

There was a huge bug in v1.1 with the joystick routine, this was due to the joystick causing timing problems in the jump

---

routine. Joystick support has been temporarily removed, but will be added as soon as this problem is corrected.

## 1.5 History of JSW '97

### History

~~~~~

The Latest version of JSW '97 can be found at:
<http://www.users.globalnet.co.uk/~becket>

27/06/97 v1.2 - Removed joystick support due to huge bug (sorry!)
Joystick upset the timing within the jump routine
New ingame music (manicminer remix!)
Minor alterations

20/06/97 v1.1 - Joystick support
Save Game for Registered users
Multitasking
Hard Drive Installer
Memory allocation bug fixed
Font bug fixed
Accelerator delay added
Amiga Guide written

06/05/97 v1.0 - First release

1.6 About the Author

About the Author

~~~~~

JSW '97 is SHAREWARE, you may distribute it to anyone you like.

Sam Becket, cELLBLOCK4!/SharkByte © 1997

Feel free to send comments, bugs, progress etc.. to:

James Ramsden.  
9 Brogden View,  
Barnoldswick,  
Lancs. BB8 5LH.  
England, UK.

email: [becket@globalnet.co.uk](mailto:becket@globalnet.co.uk)

\* I can also be found on IRC as SamBecket, channel #amiga  
on either IrcNET, UnderNET or EfNET.

\* The Latest version of JSW '97 can be found at:  
<http://www.users.globalnet.co.uk/~becket>

---



So don't let the Amiga die, and keep supporting Shareware software!

---