

JSW97

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JSW97

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Chapter 1

JSW97

1.1 JetSetWilly '97

1.2 Installing JSW '97

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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 diagnally. 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

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

1.5 History of JSW '97

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History
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      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
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1.6 About the Author

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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.

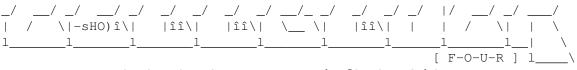
9 Brogden View,
Barnoldswick,
Lancs. BB8 5LH.
England, UK.

email: becket@globalnet.co.uk

* 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
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to contact us call one of da following boardz

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+49 02162- cHUCK! - sTARGATE bBS ( wHQ )
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+49 02151-rASTAMAN- tHE gHETTO ( dST )
+32 -sTERNONE- tHE tRIBE ( bHQ )
+49 0211 -zAN oNE!- tRASH bAZAR ( eHQ )
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1.7 How to Register

How to Register

CURRENT REGISTRATION FEE = £5

Here are some foreign conversions:

To Register your copy of JSW $^{\prime}$ 97, send £5 (or foreign equivelant) to this address:

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

- * Please make all cheques/postal orders payable to J.A.Ramsden
- * For a fast reply please send me your email address (if you have, or have access to one)

You will be given instructions on how to make JSW '97 registered.

The Registered Version will:

- * Allow you to Load a previously saved game position, and to Save the current game position to a file.
- * If I have your email address, you will be emailed when new versions are released.

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