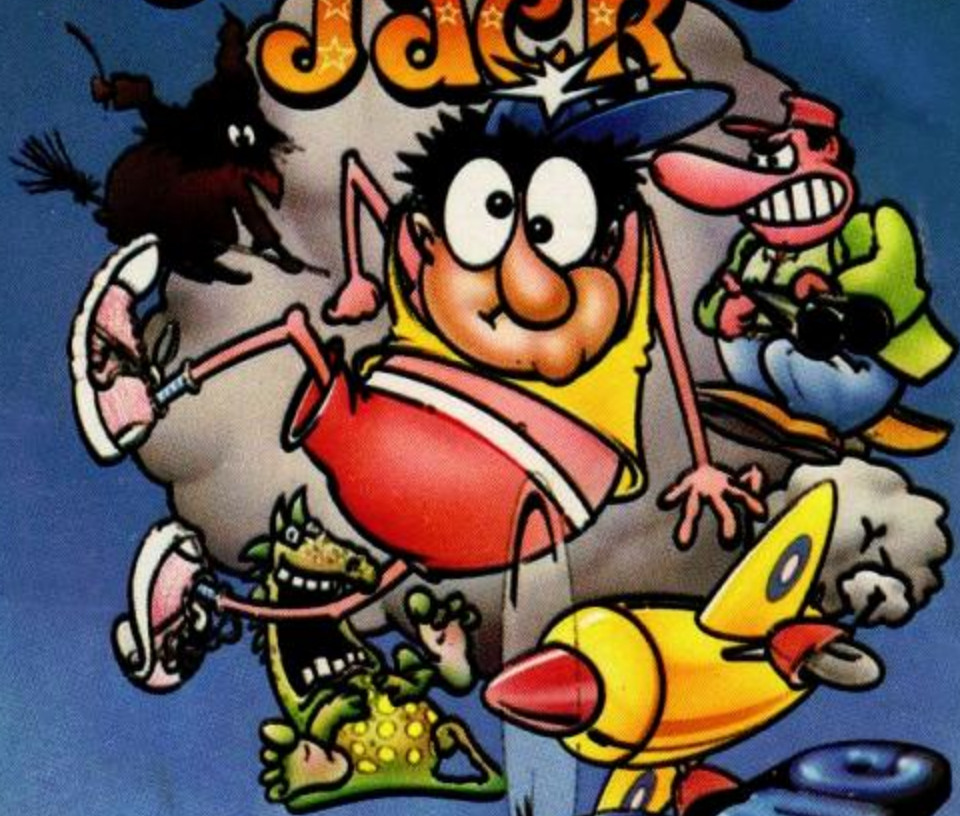


Jumping Jack



..the name
of the game

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GUARANTEE This software product has a life-time guarantee. If the tape should ever fail to load into your ZX SPECTRUM first time it will be replaced free of charge. DO NOT RETURN IT TO ANY IMAGINE DEALERS. This guarantee will only be honoured if the faulty tape is sent directly to IMAGINE in Liverpool. If the tape has been physically damaged please include £1.50 to cover replacement costs. This guarantee is in addition to any statutory rights.

JUMPING JACK WAS DESIGNED by

Albert Ball.

PROGRAM CODING by Albert Ball.

GRAPHIC DESIGN AND ILLUSTRATION by Steve Blower.

JUMPING JACK will work with any ZX SPECTRUM

LOADING Place the cassette into your tape recorder with the printed side facing upwards. Ensure that a lead goes from the EAR socket on the SPECTRUM to the EAR socket on the recorder and that the MIC socket is disconnected. Rewind the tape to the beginning. Type the following:—

LOAD "" <ENTER>

The word LOAD is obtained by depressing the J key, and the quotes by depressing the SYMBOL SHIFT and P keys simultaneously. <ENTER> means to press the key marked ENTER. Also note that there is no space between the two quotes in this method.

Press play on the recorder.

If loading is successful a flashing message will appear on the screen after several seconds. The process is entirely automatic from there on.

If problems are experienced adjust your volume control and try again or re-read chapter six of your introductory manual.

PLEASE TURN OVER FOR PLAYING INSTRUCTIONS.

Jumping Jack knows a rhyme, a four verse limerick. Unfortunately he is unwilling to recite it unless you help him scale the levels to the top of the screen. Only by helping him through all twenty screens will you learn the entire rhyme. For each screen completed he will tell you two lines.

Initially Jack is faced with eight layers initially containing only two moving gaps, the gap moving leftwards travels upwards whilst the gap moving to the right travels downwards. Jack must jump through the gaps above him whilst avoiding falling through the gaps below.

Jack can only move upwards by jumping through the gap above but he can also move left and right. Should he run off the edge of the screen he will wrap around to the other edge. Should he fall down a layer he will bang his head and remain unconscious for a period of time during which he cannot move. Every time he arrives at the bottom of the screen unconscious he loses a life.

At each successful jump a new gap appears at random – the first three new gaps descend then the next three ascend – up to a maximum of eight gaps. On making a successful jump at the top layer the 'next level' sequence is entered, and the next part of the rhyme is given.

Hazards will begin to appear after the first level-one initially, then two right up to a maximum of twenty one for each level completed. They all ascend and if Jack collides with a hazard he will be knocked down a level and become unconscious.

SCORING

After each completion of each verse of the poem (a four verse limerick) a new life is awarded. Scoring is by successful jumps and progressively more points are awarded at each new level.

HOW TO MOVE JACK

JUMP	CAPS SHIFT.
LEFT	SYM SHIFT
RIGHT	SPACE
HOLD	'Z' KEY.