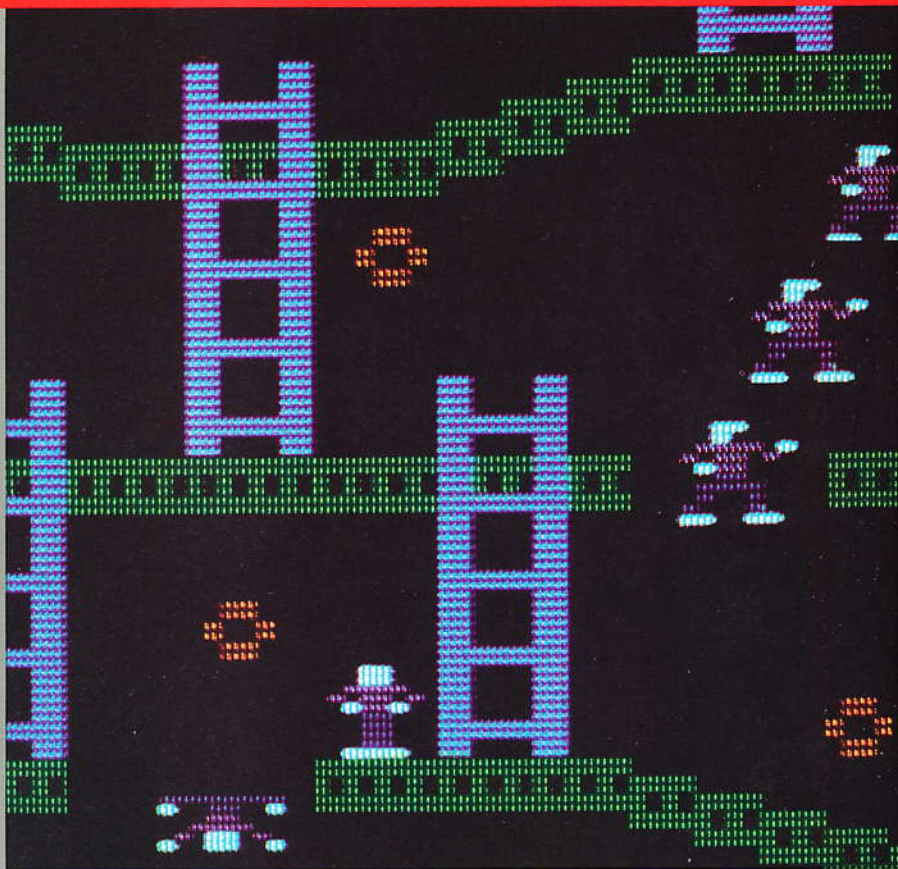


Jumpman™

by EPYX, Inc.

Entertainment Family



IBM

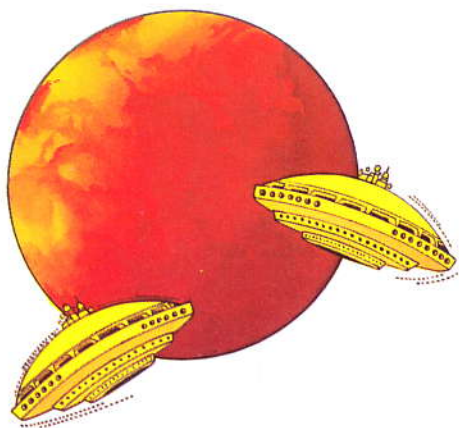
Personal
Computer
Software

Climb through Jupiter Headquarters searching for alien bombs! Use your jumping ability to dodge robots, avoid dragons, catch moving ladders, and more. Thirty levels and seven lives make Jumpman exciting and challenging.

Red Alert!

For centuries, the Alienators have tried to expand their galactic empire, only to have been stopped by the United Forces who are commanded from Jupiter Headquarters. However, recent devastating battles have greatly reduced the number of UF troops giving the Alienators a slight edge.

The latest casualty is Barilium, Jupiter's neighboring sector. The last transmission from Barilium reported that Alienator cruisers had destroyed the major sites, including the Interplanetary Council Headquarters. The defeat of Barilium leaves Jupiter as the last stronghold against the barbaric Alienators.



As Jupiter prepares to launch a counter-attack, the sensors pick up Alienator forces rapidly approaching Jupiter from all directions. Before the protective shields can be raised, Alienator troops land near Jupiter Headquarters. They quickly stun the surprised guards and enter the Headquarters' buildings, planting deadly bombs which could explode at any time!

Saving Headquarters and the rest of the galaxy from Alienator rule is up to you, Jumpman. Trained as the government's top secret agent, you possess extraordinary skills.



Using your jumping ability and speed, you must move quickly through the thirty levels of the three Headquarters' buildings and collect the deadly explosives.

Be careful! The Alienators have left behind special troops to observe your every move. Invincible robots, vicious vampire bats, and demonic dragons patrol Headquarters trying to end as many of your seven lives as they can!

Getting Started

Before Jumpman begins his mission, you should check to see that you have everything you need to play (see outside package cover).

1 Carefully insert the **Jumpman** program diskette into drive A and turn on the computer. If the computer is already on, hold down the **Ctrl** and **Alt** keys and press the **Del** key.

2 After a short pause, answer the following questions (if you are using an IBM PCjr, only answer the second one):

Monitor Type? (R/C/T)

Press **R** for RGB, **C** for Composite, or **T** for Television.

Do you wish to use a joystick? (Y/N)

Press **Y** for yes or **N** for no. If you choose **Y**, make sure the joystick is attached and centered, then press the **Enter** key **↵**.

Note: You may use a number of different joysticks, but we only refer to the IBM PCjr Attachable Joystick.

Jumpman Game Variations

Jumpman can start his search through the Headquarter's buildings on different levels. Listed below are the five game variations where Jumpman can begin his mission:

- 1 Beginner - levels 1 through 8
- 2 Intermediate - levels 9 through 18
- 3 Advanced - levels 19 through 30
- 4 Grand Loop - levels 1 through 30 in sequence
- 5 Randomizer - random selection of all levels

The first three options are divided by difficulty level — the Beginner levels are the easiest ones to complete while the Advanced levels are more difficult. The first three choices also represent the three buildings that make up Jupiter Headquarters.

Choose one of the five game variations by pressing 1-5.

Number of Players





After selecting a game variation, the computer asks you to choose the number of players. One to four players can play.

Each player is given a chance to successfully complete a level before the next player can try. The level will remain the same until all players have had their turn.

If any player loses all of their Jumpmen, that player is out of the game. Only those who successfully complete a level and have extra Jumpmen are allowed to continue to the next level.

How to Move Jumpman

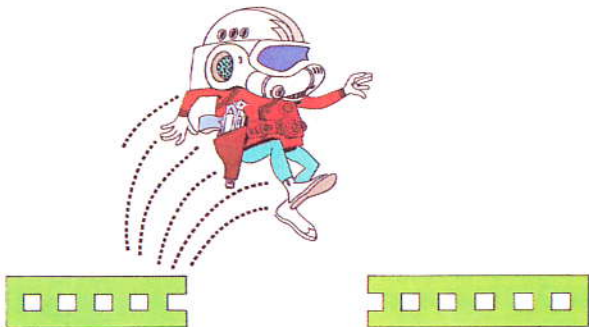
How well you maneuver Jumpman through the different levels is important to your success. You may use either the joystick or the cursor movement keys

    to move Jumpman.

Jumping

One of Jumpman's amazing skills is his leaping ability. He can jump over speeding bullets or across girders to reach the bombs planted by the Alienators.

To activate his jumping boosters, move Jumpman in the direction you wish him to jump and press the Spacebar at the same time. If you are using a joystick, press the fire button while moving Jumpman in the direction you want him to go. Jumpman may jump up, left, or right, but never down to another level.



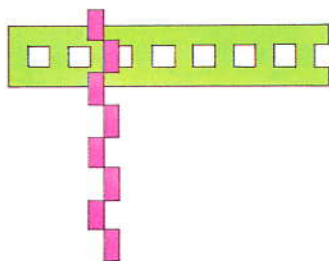
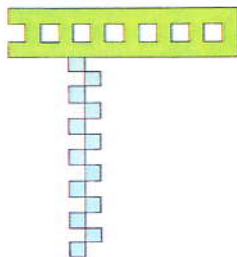
To complete a jump, Jumpman must touch some part of the structure he is leaping toward. If not, he could suddenly leap off the structure or fall only a short distance and lose one of his seven lives!

Note: In some screens, Jumpman shoots at objects instead of jumping over them. To shoot, follow the same steps you use to jump.

Up and Down Ropes

Leaping across girders is only one of the ways Jumpman can move throughout a level. Two kinds of ropes also help Jumpman locate bombs and avoid enemy troops: **Up ropes** and **Down ropes**.

Up ropes allow Jumpman to climb from lower girders to higher ones. Usually, he must jump to catch this type of rope. Once Jumpman has caught it, he automatically climbs to the top of the rope.



Jumpman uses **Down ropes** to lower himself from higher girders to lower ones. Gravity causes Jumpman to descend without the help of your joystick or cursor keys.

Jumpman can leap on and off ropes at any time to pick up a bomb, avoid flying obstacles, or move to another girder.

Changing Speeds

Eight different speeds allow you to control Jumpman's movement on the screen. You may change speeds only when the Player Number screen appears or when a Jumpman falls and is sitting at the bottom of the screen. Just press a number from 1 - 8. One is the fastest speed and eight is the slowest speed. The speed is currently set at **four**.

Note: If you are using an IBM PCjr, the speed is set at **three**.

Each time you change speeds in a level, the remaining Jumpmen will move at that speed unless you decide to adjust the speed again.

If there is more than one player, each player can set the speed independently of the other players.

Special Features

The following features can be used at any time during play:

- | | |
|---------------------|---|
| Pause Game | Press the Esc key. Press any key to continue. |
| Sound On/Off | Hold down the Ctrl key and press the S key. |
| Restart Game | Hold down the Ctrl key and press the R key. |

Scoring

Two scores are kept for each player: the Total Score and Bonus Points.

The Total Score is the sum of all the points a player obtains, including the Bonus Points for each level. Points can be scored by shooting some objects and collecting bombs. You gain **100** points for every bomb that you collect. On some screens, there are also special bombs worth **500** points hidden among the other bombs!

Bonus Points are based on how quickly you move Jumpman through a level. Players start each level with **1500** Bonus Points. Every few seconds, 100 points are deducted until there are no remaining Bonus Points.

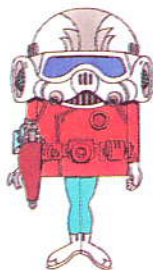
Any Bonus Points that you score are added to your Total Score when you collect the last bomb on that level. The number of Bonus Points you have earned will remain beneath the Total Score until you move to the next screen.

Additional Bonus Points are awarded to your Total Score for any Jumpmen you have left after you successfully complete a game. The higher the level, the more points you earn for each remaining player:



- 100 - Beginner
- 250 - Intermediate
- 500 - Advanced
- 750 - Grand Loop

Bonus Jumpman

As the levels get more difficult, you may find that even seven lives is not enough to explore all thirty levels and defeat the Alienators! To help you, for every 10,000 points you score, you receive a Bonus Jumpman.



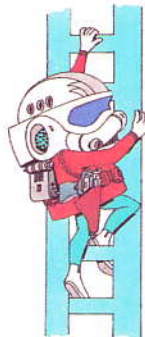
The Top Twenty

At the end of every game, the top twenty scores appear. If your score is high enough, you will be asked to enter your initials beside your score. If you make a mistake before pressing the **Enter** key , press the **Backspace** key (located above the **Enter** key) to move to the letter you wish to change. Type the correct letter and then press the **Enter** key .

Top Secrets

Although your training has provided you with amazing skills, government officials have also decided you need to know some top secret information.

- Try out the different speeds until you find one that is right for you. As you become more familiar with the game, you may want to increase your speed to gain more Bonus Points.
- Jumping over obstacles may not always be the best thing to do. Try to avoid hazards when you have a choice.
- Some of the biggest threats are from objects that suddenly appear from the sides of the screen. They can be especially dangerous if Jumpman is near the edge of a girder or climbing a rope or perched on a ladder. Keep your eyes peeled at all times!
- Notice that every level has a different name. Each name hints at the type of action or creatures you may encounter in that level.



Completing all 30 levels is quite a feat and requires quick reflexes and carefully planned strategy. Once you have accomplished this task, you are ready to try the ultimate challenge - successfully complete all 30 levels **without losing a Jumpman!**

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