



EPYXTM
COMPUTER SOFTWARE

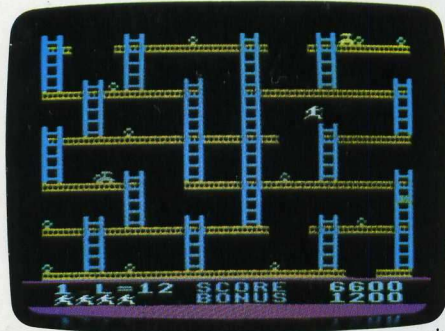
Strategy Games for the Action-Game Player

JUMP MANTM

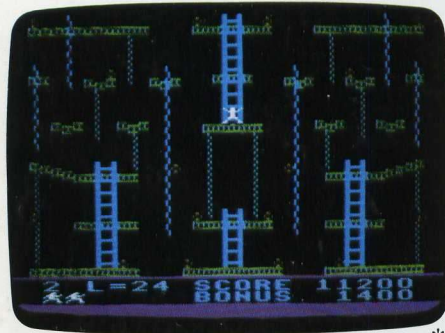


JUMPMAN™

Designed by Randy Glover



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- 30 Screens
- 8 Speeds
- 5 Skill Levels
- 7 Lives
- JOYSTICK CONTROLLED
- One to Four Players

The ALIENATORS have infiltrated JUPITER headquarters and planted bombs throughout its thirty levels. Only by scaling the many ladders, girders and perilous ropes that provide access to the hidden interiors and mystery mazes of Headquarters, can you reach every bomb. As JUMPMAN, you must fight off the Alienators' bullets, robots, dragons, birdmen, flying saucers and other demonic destroyers. Even if you escape the clutches of these villainous fiends, beware of crumbling girders and vanishing escape routes.

Should you avoid the Alienator, climb to the top and try to work your way down, or try to hurdle him and defuse the bombs closest to you before they go off? The choice is yours. But be careful, you may mistime your jump and find yourself dangling from a ledge with your seven lives a mere memory.

EPYX CODING

To help you choose the game that's right for you, EPYX games are coded to indicate the degree of emphasis on "Action," "Strategy" or "Learning." These symbols will appear on the front of all EPYX packages.

Action



Strategy



Learning



RATING:



* Screens from Atari version of game.

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Strategy Games for the Action-Game Player

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EPYX[™]
COMPUTER SOFTWARE

JUMP MAN[™]

INSTRUCTION MANUAL

FOR THE COMMODORE 64[™]



JUMPMAN™

The enemy has infiltrated JUPITER Headquarters! ALIENATORS have sabotaged all systems . . . planted bombs throughout its thirty levels . . . ready to blast Headquarters to ashes at any moment. CAN THEY BE STOPPED?

Already, JUPITER #1 is starting to crumble. CAN IT BE SAVED? And, can the other two command centers be secured before the ALIENATORS overrun their defenses? IT'S UP TO YOU!

YOU, trained as the government's top secret weapon, are the only one able to defuse the bombs and restore the communication systems. YOU ARE JUPITER JUMPMAN! You have the speed, skill, and SEVEN LIVES necessary to outwit the ALIENATORS. You have the ability to scale ladders, girders, ropes, and mysterious mazes to quickly find the bombs. And, ONLY YOU KNOW HOW TO DEFUSE THEM!

BE ALERT . . . instantly able to dodge or jump over the ALIENATORS' bullets. BE PREPARED . . . always ready to fight their evil backup forces of dragons, robots, and other destroyers. AND, CONSTANTLY WATCH OUT FOR . . . crumbling girders, falling objects, and many other nasty surprises!

Your joystick activates your jet boosters, enabling you to leap around each level of Headquarters, while avoiding deadly obstacles. JUMP ON TARGET, and you'll succeed . . . restore power, defuse the bombs, and save JUPITER!

MISS YOUR TARGET, and you might find yourself dangling from a ledge, with all but your seventh life gone!

HOW TO LOAD PROGRAM

Remove all cartridges. Plug a joystick into Port # 2. You use only one joystick, regardless of how many are playing. Turn on your disk drive and computer. Insert the Jumpman Disk into the drive, with the label facing up, the slotted section pointed toward the back of the drive.

Type: LOAD, "*", 8, 1 and press RETURN. When READY prompt appears, type: RUN and press RETURN.

HOW TO PLAY

1. GETTING STARTED

Jumpman offers a variety of ways to play: five game variations, thirty game levels, and from one to four players can play. Also, you can choose how fast or slow you wish your Jumpman to move.

The object is to successfully complete all thirty game levels, scoring as many points as you can. You complete each level by making Jumpman collect all the bombs, before the many dangers wipe out Jumpman's seven lives.

After the program loads, you will see the title, a game demo, and the high scores from previous games. Press RETURN to start your game.

Game Variations: Choose one of the five games: Beginner, Intermediate, Advanced, Grand Loop, or Randomizer. The first three represent the buildings that make up Headquarters. Successfully complete any of these games; you'll see Headquarters, with the lights on in the appropriate building.

Difficulty Levels: The Beginner game has eight easy levels, (1-8). Intermediate has ten medium levels, (9-18). Advanced has twelve hard levels, (19-30). The Grand Loop lets you play all thirty levels in sequence. The Randomizer allows you to play a random selection of all levels, except the first level.

Press the corresponding number, then RETURN to select game variation.

Single- & Multi-Player Games: Now you will be asked, "NUMBER OF PLAYERS?". Answer this prompt by pressing the appropriate number on the keyboard, (1-4). Before each player's turn, the computer will warn that player to be ready to play.

Multiplay is achieved by each player, using, in turn, just the one joystick. When a player successfully completes a level, or all of his or her Jumpmen die, he or she passes the joystick to the next player. Then, the next player plays the same level.

If all of any player's Jumpmen die before he or she completes a game, then that player is eliminated from that game. The winner is the player who successfully finishes a game and has the highest Total Score. Or, the winner is the last remaining player who reaches the highest level and has the highest score.

2. PLAYING

What You See: The name of the level will be displayed and the player will be prompted. You'll see a skyscraper made up of girders, ladders, bombs, and sometimes, floating elevators, up-ropes, and down-ropes. The up-ropes extend a little above the girders; the down-ropes do not. During play, you'll encounter many hazards, such as speeding bullets, floating blocks, pesky robots, and other unpleasant visual shocks. You'll also see across the bottom of the screen, from left to right:

# of Jumpmen	Level #	Speed
Score	Player #	Bonus

At the start of the game, Jumpman has seven lives to play the game. During play, the number of lives he has left is shown at the bottom of the screen. After the scene appears, the white figure of Jumpman appears in the scene, and play can start.

Choosing Jumpman's Speed: You can change Jumpman's movement speed anytime it's your turn. He has eight different speeds. 1 is the fastest and 8 the slowest.

You change Jumpman's speed by pressing the appropriate number on the keyboard, either just before he appears on the screen at the beginning of a turn, or anytime during play. When the present Jumpman dies and a new one appears, the new one will move at the new speed. If you do not select his speed, he will move at medium speed.

Moving Jumpman: Leaping around a skyscraper, while avoiding hazards, is dangerous work. One mis-step—and POW!

You move Jumpman with your joystick. Pushing your stick forward makes him climb up ladders. Pulling your stick back toward yourself makes him climb down ladders. Push the stick left; he moves left . . . to the right, and he moves right.

Jumpman jumps when you press the red trigger button. If the stick is pushed forward, he will jump straight up, (often a necessary maneuver when a bullet suddenly changes direction).

When you press the red button and, at the same instant, push the stick to the right, Jumpman will leap to the right. Press button, push stick left, and Jumpman will jump left.

Experiment. Try him at different speeds. Test all of his abilities before you get into serious competition with other players. But, beware: if Jumpman fails to touch the structure he is leaping toward, or leaps off the screen . . . falls just a couple feet lower than the level from which he started—KERPOW! . . . another Jumpman bites the dust.

ADDITIONAL HINTS

From **RANDY GLOVER**, *Jumpman's* Author

Jumpman is the ultimate test of your reflexes versus instant visual surprises. It's impossible for a new player to remember all the ugly hazards and demonic forces his or her Jumpman will meet.

Only experience—playing, and playing again, will gain you the skill and proficiency you'll need. These hints will get you started:

Each of the thirty levels can be completed without losing a Jumpman.

2. When you first play, try Jumpman at medium to slow speeds, (4-6). Then, as soon as you successfully complete a level, increase his speed the next time you play that level. You are penalized Bonus Points for the length of time it takes you to complete a level. The less time you take, the more Bonus Points you'll score.
3. Jumpman can leap amazing distances. See how far you can make him jump. When he is grabbing for something, a ladder or girder, keep your joystick pushed in the direction you wish him to leap. If you let your stick flip back dead center too soon, Jumpman might slip and fall to his doom.
4. Watch more than Jumpman on the screen. Constantly scan all four edges. Especially when he is vulnerable, like climbing a rope or ladder; or at the end of a girder. Expect the unexpected to happen . . . an object to suddenly shoot out from either side or drop from above—and KERCHUNK, another Jumpman bites the dust!
5. Try to remember each level's action . . . the structural layout and obstacles. Keeping track of their names might be a good way.



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Part

Jumpman Helpful Hints

Level	Name	Killer	Good Speed
1	Easy Does It	1 bullet	2 or 3
2	Robots I	2 robots	2 or 3
3	Bombs Away	bombs	2 or 3
4	Jumpin9 Blocks	Jumpin9 blocks	3
5	Vampire	3 bats	2
6	Invasion	sPaceships	3
7	Grand Puzzle I	1 bullet	2 or 3
8	Builder	2 bullets	2 or 3
9	Look Out Below	1 bullet, blocks	3
10	Hot Foot	2 bullets	3
11	Runaway	2 bullets	2 or 3
12	Robots II	many robots	2 or 3
13	Hailstones	4 hailstones	3
14	Dragonslayer	2 dragons	3
15	Grand Puzzle II	movin9 walls	3
16	Ride Around	2 bullets	4
17	The Roost	3 chickens	3
18	Roll Me Over	2 bullets, balls	4 or 5
19	Ladder Challenge	1 bullet	3
20	Figurit	2 bullets	3
21	Jump-n-Run	5 bullets	4
22	Freeze	2 bullets, freeze	2
23	Follow The Leader	followers	3 or 4
24	Jungle	4 bullets	4 or 5
25	Mystery Maze	invisible maze	3
26	Gunfighter	2 gunfighters	3 or 4
27	Robots III	3 robots	3 - 5
28	Now You See it...	2 bullets	4 or 5
29	Goin9 Down ?	5 bullets	3 - 5
30	Grand Puzzle III	?	?

HOW TO LOAD
JUMPMAN
COMMODORE-64 Disk

1. Plug joystick in port number 2.
2. Turn on your computer.
3. Type: LOAD"*",8,1 (return) .
4. When READY prompt appears, type RUN (return).
5. Answer the displayed questions, and you are ready to play.

WARNING TO USER: We have found that when utilizing the program split screen capability of the Commodore 64 some machines have to be powered-up from two to twenty minutes before functioning properly. If you are experiencing problems with your JUMPMAN game upon first powering up, allow your computer to "warm up" and try again.

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