

FLOYD of the JUNGLE



MicroProse Software

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Requires ATARI® 400/800, 32K, DISK
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FLOYD of the JUNGLE

(C) 1982
by Sid Meier

INTRODUCTION

Deep in the sweltering jungle young Floyd dashes through the lush underbrush. His eyes dart from side to side looking for a juicy bird to spice up the evening meal. Suddenly, a far away cry pierces the jungle stillness; lovely Janice is calling. Has she been kidnapped? Is she in danger? Is it dinner time? Floyd quickly turns to retrace his path through the deepening dusk.

Rushing down the jungle trails Floyd comes upon a poisonous snake barring his path. Floyd jumps (press the trigger) over the slimy reptile. At the end of the trail, he leaps to grab a stout jungle vine and climbs until he emerges into the clearing beyond. The clearing is filled with wild jungle animals. He quickly grabs a nearby bird (1 point). Floyd jumps onto the back of a passing alligator and rides him towards the nearby river. Floyd knows he must avoid the alligator's snapping jaws and the tiger's sharp teeth. Recent rains have turned the river into a swiftly flowing torrent, Floyd wisely waits for a dugout canoe to pass by and leaps in. As his canoe reaches a small midstream island, Floyd leaps out and jumps to the far bank. But a vicious pigmy warrior hidden in the bushes flings a poisoned dart at our hero. Floyd jumps quickly to avoid the deadly missile. Leaping towards the pigmy, Floyd flattens him with a solid punch on the jaw (2 points). Nearing home, he leaps onto the back of a nearby elephant and then grabs a high vine. Below him a line of hungry monkeys stare at Floyd's appetizing toes. But Floyd is already scrambling up the vine and on his way to reunite himself with the lovely Janice...

INSTRUCTIONS

This game requires an ATARI 400/800 computer with at least 32K of memory, an ATARI disk drive, an ATARI BASIC language cartridge, and a joystick for each player. To load the game, power on your disk drive and insert the game diskette. Now insert your BASIC cartridge into the computer and power the computer on. The game will load automatically. Always leave the disk powered on and the game diskette in the disk while playing the game. Once the music starts you may press the yellow START key to begin the game.

FLOYD of the JUNGLE may be played by from one to four players at the same time. When the computer asks "NUMBER OF PLAYERS ?", type the number of players (1, 2, 3, or 4) and press RETURN. The computer will ask for the name of each player. Type the names, following each with the RETURN key. You may now select the EASY, MEDIUM, or TOUGH versions of the game by pressing the OPTION key. You may also increase the length of the game by pressing the SELECT key and increasing the "Play to" value. The game ends when the first player reaches the "Play to" score. If more experienced players are playing, they should press their joystick triggers and give themselves a "sore leg" handicap to even up the game. When everyone is ready, press START and the game will begin.

The object if the game is to become the first player to earn the number of points selected at the start of the game. One point is awarded for each bird taken, two points are awarded for each pigmy punched out, four points are awarded for reaching Janice first - with additional points for reaching Janice in under 60 seconds or with a handicap. At the end of each screen, the current standings will be displayed along with the number of birds and pigmies scored during the previous screen. There are five different screens. In single player games, a score will be calculated based upon total points and total elapsed time.

Floyd may run left or right and climb up or down the vines - use the joystick to control Floyd's motion. To make Floyd leap, press the trigger. To make Floyd punch a pigmy, he must first jump in the direction you want him to punch. When he lands, hold the trigger down again and Floyd will punch. Floyd must avoid the snakes, monkeys, pigmies, alligator jaws, tiger teeth, water, pigmy darts, and elephant feet. If he encounters any of these hazards he will have to start over from the bottom of the screen.

You may PAUSE the game at any time by pressing the space bar. To continue the game, press the space bar again. To restart from the beginning, press the START key.

We are sure that you will enjoy this game from MicroProse Software. Your comments or game suggestions are welcome. Feel free to write or call.

Experience the MicroProse Challenge!!!



CHOPPER RESCUE

Zip up your flying suit and strap yourself into your sleek assault chopper: CHOPPER RESCUE challenges your skill and daring. Pilot your nimble craft through the treacherous underground labyrinth. Search out and rescue the captives trapped inside. Danger approaches from all sides as defenders fire winged missiles and sparkling energy bursts at your fragile craft. But you are not defenseless, your explosive tipped rapid-fire missiles dart out to blast a path through the dense minefields. Thread your bomb directly into the heart of their pulsating nuclear furnace. And just when you think the path is clear, a swift patrol drone appears from behind a ledge, spitting missiles as you scramble for a firing position! CHOPPER RESCUE features three scenarios, multiple skill levels, and competition in solo or team configurations for 1 to 4 players. Immerse yourself in the non-stop excitement of CHOPPER RESCUE. You'll keep coming back for more!

Requires ATARI® 32K, Disk . . . \$29.95

HELLCAT ACE

HELLCAT ACE is a superbly realistic re-creation of WWII Air-to-Air combat in the Pacific using a fully three-dimensional airspace. HELLCAT ACE puts you in the fighter cockpit with its unique pilot's eye view. To escape and destroy the tenacious enemy fighters, HELLCAT ACE allows you a full range of high-performance aerobatics; including loops, stalls, rolls, immelman turns, and spins. The fifteen well documented scenarios include combat air patrol, night action, and kamikazes --- and, if things get out of hand, you can bail out or attempt a water landing in your damaged fighter! HELLCAT ACE includes multiple skill levels and options for up to four players. Can you avoid being shot down and win five victories to become a HELLCAT ACE?

Requires ATARI® 40K, Disk . . . \$29.95



FLOYD OF THE JUNGLE

Looking for a fun game you can play with your family and friends? FLOYD OF THE JUNGLE is a great game up to four people can play simultaneously! Can you be the first to guide Floyd through the jungle perils to save the lovely Janice? It isn't easy! Floyd must leap the poisonous snakes, climb the slippery vines, ride the elephants, and cross the raging rivers. FLOYD OF THE JUNGLE includes fully-animated wild animals, music, sound effects, and five different multi-color jungle adventures.

Requires ATARI® 32K, Disk . . . \$29.95

MicroProse Software is dedicated to bringing you games that will challenge you far beyond the first few plays. We promise you hours of excitement and pleasure. Our games are created using "MicroProse", our own propriety assembly language gaming system, and are available at select computer stores.

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