

Our intrepid hero is in the middle of an archaeological dig amidst steamy jungle and deadly spiders. Jumping nimbly he avoids the lumps of sizzling lava heading straight for him and disappears down one of the areas mysterious black holes only to be dumped, without warning, miles from his original location.

Help our hero, in his beloved jungle, uncover the magic icons which he can use to trade for parts of a vessel that will enable him to escape.

- Fast loading cassette
- Joystick control
- Over 20 levels of play
- High score feature
- 4 full graphics action screens

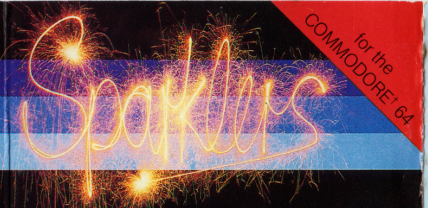


JAVA JIM...

CSAE 510



COMMODORE 64



JAVA JIM by Rupert Bowater

WHOOOPS! Java Jim has to step pretty smartly to avoid a lump of sizzling lava heading straight for him.

WOW! Jim shouts as he disappears down one of the area's mysterious black holes. Every time it happens he is dumped, without warning, miles from his original spot. BLOOMING STRANGE mutters Jim.

You are Java Jim, intrepid hero and archaeologist, and while digging amidst steamy jungle and deadly spiders you uncover a sacred relic. This relic - the Rainegg - was used by the priests of old to call up the God of the Volcanoes. Now Onesh, the raging Magma God awakes, and seeing an unbeliever in possession of the Rainegg, sends Amhethik - his trusted harpy to fetch both you and the relic.

The harpy, a rapacious monster with a woman's face and body and a bird's wings and claws, sweeps you up and flies to Hogbarnofu the sacred volcano, where you are imprisoned deep in the earth.

However, all is not lost, Onesh has been asleep for so long that he has lost control of parts of his domain. He gives you five autochthons that you can control, and sends you into the colonies of chaos to bring back magic icons. You may trade these icons with Onesh for the parts of a vessel that you can use to escape to the upper world.

You will have to work hard digging nice square holes (Jim likes everything to be neat) avoiding the Slug Bugs and Speed Spiders.

The biggest hazard of all though, is the volcano itself which is constantly throwing out molten lava. If you fail, your soul will lie locked forever in Onesh's realm, but if you succeed you will return to the world in a magical transport.

GET DIGGIN'

- 1 Make sure your C-64+ computer is correctly connected to your television and cassette recorder.
- 2 Switch on your computer and television.
- 3 Insert your Java Jim cassette into the cassette machine and ensure it is fully rewound.
- 4 Press the RUN/STOP key while holding down the SHIFT key.
- 5 The message PRESS PLAY ON TAPE will appear on the screen, when this happens, press the PLAY button and the game will automatically load.
- 6 After several minutes, the title screen will be displayed.
- 7 Plug the joystick into joystick port two.

HOW TO DIG 'N' DODGE

- 1 The screen is divided into a number of squares. Using the joystick move Jim around digging holes as you go. It is possible to move more rapidly about by constantly pressing the joystick in the required direction. In this case Jim will NOT dig holes.

- 2 ICONS lie hidden under many of the squares. Once Jim has found one, he can claim it by jumping back onto that square and pushing the fire button, before the volcano covers it again with lava.

- 3 There are two types of icons - those which Jim can collect to trade for pieces of his vessel and special power icons. Jim can only carry eight icons at a time and he can drop the last icon he picked up by jumping on an empty hole and pressing the button.

- 4 **The Power Icons.** Jim doesn't carry these, they are used up when he jumps on them and presses the button. They are
 - a) The flask. This gives Jim a charmed life for a while!
 - b) The diving rod. This freezes all action on the grid and briefly displays the position of all the icons.
 - c) The ladder. This enables Jim to leave the grid. Jumping on this turns the volcano into a golden stairway.

- 5 Once the staircase has appeared. Jim can no longer pick up or discard icons. He can, however, lose icons to the thief who now appears, and if he hangs around long enough the thief will remove all his icons and then his life!

- 6 Jim jumps up the stairway and arrives back in Onesh's realm, at the trading hall, there he can try to purchase pieces of his vessel. Lined up to Jim's right are the icons he is carrying and to their right is the pick-marker he uses to select which ones to sell. If you move the marker over to one of the

icons and press the button it will flip that icon between 'trade' and 'keep'. When you have chosen all the icons you wish to trade, return the market to its original position and press the button.

- 7 Displayed above the icons are the pieces of your vessel - and their cost - in silhouette. Onesh will now tally the worth of your icons. Watch closely to see how much the different ones are worth, and the effect of trading several of the same kind! You may now purchase pieces of your vessel. Move the pick marker over the piece you desire and press the button. If you have enough tokens the piece is yours. When you have too little left to trade this stage will end.

Be careful - Onesh keeps any surplus tokens! The screen now changes to display in colour these parts of your vessel which you have purchased.

- 8 Now the screen changes again to place Jim in the centre of 9 squares. The outer squares are used to select the phase which Jim will explore next, you can return to an old phase or go to a new one. When you are on a square as it changes colour, you will be transported to that phase.

- 9 When you have bought enough of your vessel you get the opportunity to descend a level. The centre square is used for this. Grids on lower levels offer greater rewards and correspondingly greater dangers!

Tackle them when you dare.

10 Jim is now transported to the grid, together with any icons which he didn't sell. If he has been on this phase before, any icons he left behind will still be there in the same positions. If Jim carries off all the icons from a grid, that phase will be closed to him thereafter.

11 When Jim comes onto a grid, he only has the power to dig a limited number of holes. When this power runs out he must travel to the impossible pit to regain his digging power.

12 The pit is controlled by the former high priest to Onesh who was banished to the colonies of chaos for attempting to usurp the throne. He claims the title "Governor of Illusion and Sorcery, Master of Impossibility, Lord & Ruler of the Unreal Kingdoms" and he will try his best to stop you returning to the grid.

13 In the pit, the smaller cubes on the floor flash on and off in regular patterns; if you are on a cube when it flashes, you earn four more digs. The number of digs you have is displayed at the top of the screen and when you have gained enough digging power the display edges into the red. You can now leave the pit or gamble on collecting more digs. Four special exit points flash in rotation and if you jump on one of these while it is flashing, and press the button, you will be transported back to the grid.

14 However, it is not as easy as that - writhing serpents and pit wardens, sent by the Master of Impossibility, will make progress difficult. The serpent will paralyse you for a short time, and if you are

paralysed too often (an amount dependent on the phase you are on) then a life will be lost. Jim turns green when he is close to death. Contact with the Pit Warden will lose you some of your digging power.

15 Jim is not the only inhabitant of the island, there are Slug Bugs and Speed Spiders, neither of whom are very friendly. Add to this the Warp Holes and you can see that Java Jim has problems.

16 When Jim jumps onto a Warp Hole, he will be transported to another Warp Hole somewhere else on the screen. Sometimes it may even be used to get Jim out of a tight spot.

17 If a lump of molten lava lands on a Warp Hole a slimy Slug Bug appears. While the Slug Bug is on the screen Jim loses ALL his digging power, he must eliminate the Slug Bug to carry on digging. If Jim touches the Slug Bug when its eye is open he will lose a life. To kill it, he must jump on the Slug Bug when its eye is shut.

18 As the Slug Bug moves from square to square, a trail of palm trees and grass is left which will make Jim's life more difficult. They must be cleared before that square can be dug. This is done by moving Jim onto the square. To dig on that square Jim must move to another square then back onto the original square.

19 As things hot up in this volcanic land, Speed Spiders appear. These will temporarily paralyse Jim if they catch him. They can only be eliminated when they are on their last legs (when they turn green).

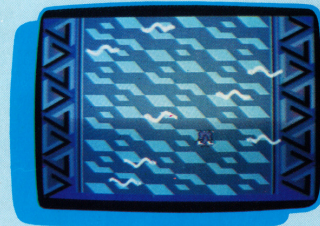


20 Later in the game Flesh-peelers will occasionally wander onto the screen. These ghouls are initially harmless and you are best advised to quickly jump on them and kill them. Once they have buried themselves, however, stay well away! If you jump on a buried Flesh-peeler your autochthon will surely die.

21 Lava Birds may fly over the grid and lay eggs in empty holes. This chrysalis is dormant but can be activated if you, or a Slug Bug, jump on the square. When the young beast emerges, after digging itself out, it is very hungry. It will eat the first thing in its path, before leaving the grid - make sure it isn't you!

22 If a lump of lava hits Jim then he loses one of his five autochthons.

23 On certain phases a bonus life is buried under one of the squares. Finding this will come as a welcome relief from the normal torture of Java.



24 The game may be restarted at any time by simply press the F1 key.

CLUE...

When Jim disappears down a Warp Hole and reappears from another one, if he stays still he will again disappear, emerging from yet another hole. This is a useful method of travelling about the screen.

No trees grow on the square where the ladder icon is hidden.

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