

LiveWire



MR L.W.

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Sumlock Microware

PLUS ... FANTASTIC FEATURES ☆☆☆

- ☆ Fast Machine Code Programming
- ☆ Total Perspective Graphics
- ☆ Smooth Multi-colour Graphics
- ☆ Sprite Graphics
- ☆ Synthesized Sound Effects
- ☆ Synthesized Melodies
- ☆ Melody OFF & ON select keys.
- ☆ One or Two Player options.
- ☆ 9 Selectable skill levels
- ☆ Progressive Difficulty (from level selected to infinity)
- ☆ Bonus Points
- ☆ Bonus Life
- ☆ Hall Of Fame
- ☆ User Definable Operating Keys
- ☆ Joystick Operation
- ☆ Introductory sheets plus self demonstration
- ☆ View Key (to step through introduction sheets)
- ☆ Pause Game Key
- ☆ System Restart key
- ☆ Constant Display of 1 and 2 player scores, Hi-score, Game Level and Lives Remaining.

Not just a game ... an Experience!

A new **DIMENSION** ... into the realm of **PERSPECTIVE GRAPHICS....!!**

From the new range of Livewire Software for the 64.

Jumpin' Jack leaps into a totally new look for the 64 created by **THREE DIMENSIONAL GRAPHICS** giving Full Perspective to the game... PLUS...hosts of features never seen before!

Its fun ☆☆☆ **IT'S FROGRIFFIC** ☆☆☆

Getting Jack the frog home, while there is still daylight left, is more entertaining than ever ...!! Trucks, coaches and cars are making life hard for him ... plus the perils of the river. The logs and turtles are his only way across to safety.



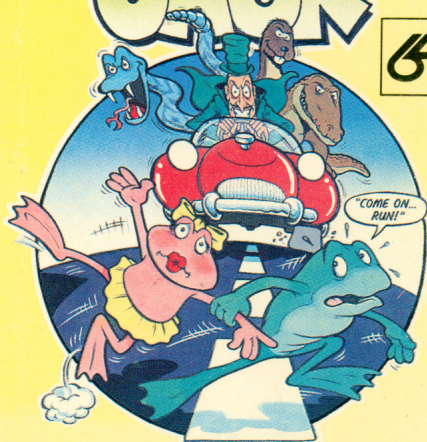
Illustrated on
GAME LEVEL 4

IT HAS IT ALL! ... EXCITEMENT ... HUMOUR ... STRATEGY

Submerging Turtles — Snakes — Crocodiles — Otters — Lady Frog — Dragonfly!!!

LiveWire

JUMPIN JACK



PROGRAM
NUMBER
LWO2

JUMPIN JACK



A New **DIMENSION** ... into the realm of **PERSPECTIVE GRAPHICS** ...!

Feel the excitement as Jack the frog leaps into a new look for the 64...!! The look of three dimensional graphics plus loads of Froggrific features...

LiveWire

GAME DESCRIPTION

JUMPIN JACK 64 is a game where the player controls our hero, Jack the frog, in an attempt to get him to his riverside bay within a countdown of 60. His journey takes him across a busy dual carriageway with cars, trucks, buses etc., and then a fast flowing river. To negotiate the river he must hop on to logs and turtles backs while avoiding numerous adversaries such as snakes, otters and crocodiles. Apart from his main objective he may also rescue his Lady Frog, Jill and carry her to the safety of his bay.

LOADING INSTRUCTIONS

Ensure the recorder is as far away from the TV as possible. Insert and rewind cassette tape. Depress **SHIFT** and **RUN/STOP** keys together and depress the **PLAY** key on the recorder. A few seconds later the display will read **FOUND JUMPIN JACK 64** and the program will commence loading for about 8 minutes after which the game will run automatically. If loading problems occur clean tape heads and try the reverse side of the tape.

JACK THE FROG (Light green)

Jack starts from the roadside at the bottom of the screen and can hop in any of four directions, using the keyboard or joystick (see Game Controls).

JILL THE LADY FROG (Pink)

She is stranded on a log and may be rescued by Jack and carried to his bay. This task is rewarded by bonus points. (see Points Table).

DRAGONFLY

A black and purple Dragonfly constantly hovers over the riverbank, dropping into any bay at random. If Jack gets into the bay and eats it he gains extra points. (see Points Table).

CROCODILES

Two crocodiles appear at Level 2 and higher. The first, coloured brown, swims along the river, opening its jaws. If Jack lands on its back he is alright but a life is lost if he lands on its snout.

The second, coloured orange, appears in the bays and a life is lost if Jack enters the bay when the whole head is showing. Jack may enter in safety if only its snout is visible and he avoids it, but a life is lost if he lands on its snout.

SNAKES

There are two snakes. The first one coloured pale blue appears on Game Level 3 and higher and is preceded by a hissing sound. Jack loses a life if he crosses its path. The second one, coloured yellow appears on the logs at Game Level 4 and it will kill Jack if he lands on the snake.

OTTER

The Otter which is coloured brown appears at Game Level 3. It jumps up at the end of a log, and if Jack is on that end a life is lost.

TURTLES

Jack must hop on the back of the Turtles to cross the river, but beware they have been known to submerge.

SCREEN INFORMATION

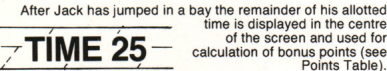
The player may monitor at a glance all aspects of the game from the information displayed on the screen. The figures at the top of the screen indicate the following:-



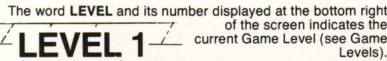
The player 2 readout is blanked out when the game is in player 1 mode.



The number of lives remaining are depicted by frogs displayed under Player 1 score.



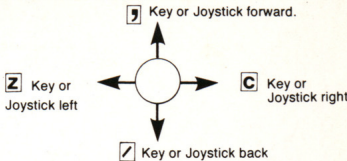
The allotted Time Indicator is displayed at the bottom of the screen as a blue bar which shortens as time elapses and turns a warning red when time is about to run out.



The word **LEVEL** and its number displayed at the bottom right of the screen indicates the current Game Level (see Game Levels).

GAME CONTROLS (Joystick in Port 2)

The game may be played using the keyboard or a joystick. If other keys are required other than the standard set shown, refer to User Definable Key Selection.



COMMAND KEYS

OPERATION	KEYS	RESPONSE
SYSTEM RESET	CONTROL & f1	Resets game to start except Hall of Fame.
PLAYER OPTION	CONTROL & f3	Select 1 or 2 player game.
GAME LEVEL	CONTROL & f5	Select game difficulty.
GAME START	CONTROL & f7	Restarts new game anytime.
(FIRE button also starts game, except during game.)		
PAUSE GAME	f1	Stops game & displays PAUSED on screen.
MELODY SELECT	f3	Melody ON/OFF.
VIEW FACILITY	f5	Manual step through demo screens.
U.D.K.S.	SHIFT & f1	Initiates User Definable Key Selection System.

NOTE:- It may be necessary to hold down the selected 'f' key until the computer responds.

POINTS TABLE

Each forward leap.....	20 POINTS
Arriving safely in bay.....	200 POINTS
As above but with Lady Frog.....	Extra 200 POINTS
Catching fly in bay.....	Extra 200 POINTS
All five bays full.....	Extra 1000 POINTS
Bonus life given at a score of.....	20,000 POINTS
Bonus points are given as each bay is filled and are calculated by POINTS = TIME REMAINING MULTIPLIED BY 10.	

USER DEFINABLE KEY SYSTEM (U.D.K.S.)

A player may re-define the standard set of playing keys according to personal preference. Depress **SHIFT** & **f1** and follow the screen prompts.

HALL OF FAME

To enter names in the Hall of Fame operate the cursor keys or the joystick to position the indicator on the letter required. Press **RETURN** or **FIRE** button to lock in the letter and the name will form below. To delete a letter position the indicator to '**RUB**' and press **RETURN** or **FIRE** button. To terminate the entries, position the indicator to the word '**END**' and press **RETURN** or **FIRE** button.

HIGH SCORE MAGIC Number

The number displayed at the bottom of The Hall of Fame is a code number which relates to the highest score. **IMPORTANT: Write down the Magic Number and the highest score before switching off the computer. The Magic Number will be used together with its high score to validate a players claim in the HIGH SCORE COMPETITION. See enclosed application form.**

GAME LEVELS

As each set of five bays are filled by Jack a new screen appears with five empty bays and the game level increases progressively for each new screen. At each increase in game level, the vehicles increase in quantity and speed and Jacks adversaries increase in number. The game level may be preset by using the **CONTROL** and **f5** keys. The level is displayed at bottom right of screen.



WHEN YOU HAVE PLAYED JUMPIN JACK 64 YOU WILL HAVE HAD THE LIVEWIRE EXPERIENCE..... THE EXPERIENCE THAT CAN BE PLAYED AGAIN WHEN YOU BUY

GRIDTRAP 64 AND TRIAD 64

TWO MORE SUPERB GAMES FOR THE CBM 64 COMPUTER WITH ALL THE OUTSTANDING FEATURES USED IN JUMPIN JACK 64.

GRIDTRAP 64 AND TRIAD 64 ARE AVAILABLE FROM YOUR LOCAL COMPUTER DEALER, NUMEROUS DEPARTMENT STORES, BOOKSHOPS AND NEWSAGENTS THROUGHOUT THE COUNTRY.

IF DIFFICULTY IS ENCOUNTERED IN OBTAINING LIVEWIRE SOFTWARE CONTACT:-

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