

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.