

## GETTING STARTED

- Set up your computer as shown in the Owner's Manual.
- Plug your joystick into Port #1 for Atari Computers, or Port #2 for Commodore Computers.
- Follow your computer's standard disk loading procedure. (Commodore 64/128 type **LOAD "\*" 8, 1** and hit the **RETURN** key unless you are using a Fast Load Cartridge.)

### Commodore:

- An introduction screen will appear. Select the number of players (1-4) by pressing the desired number Key (1-4) on your computer.
- If you wish to restart the game at any time, press **RESTORE** key.

### Atari:

- To begin, press the **SELECT** key and you will be asked, "NUMBER OF PLAYERS?" Answer this prompt by pressing the **OPTION** key until it displays the number of players who are entering the game (1-4). Now press the **START** key. (To start the game over at any time, hit the **SELECT** key.)

## ABOUT THE GAME...

Jumpman Junior is a game full of variety and suspense. There are 12 different game levels and from one to four players may plan. In addition, there are 8 speed levels—you can choose how fast or slow you want Jumpman Junior to move.

The object is to successfully complete all 12 game levels, scoring as many points as you can. You must try and defuse every bomb on each level...before all your lives are lost to the many dangers delivered by the ALIENATORS.

## CHOOSING JUMPMAN JUNIOR'S SPEED

To enter the desired speed for each player, press the appropriate number on the keyboard (1-8). The fastest speed is 1 and the slowest is 8. Once a player selects a speed, the speed is in effect for the duration of the game and cannot be changed. Experiment—play games at different speeds until you can successfully maneuver Jumpman Junior at top speed. **When all speeds are selected, the game will begin.**

## PLAYING THE GAME

In the beginning, the game levels 1-12 are played in sequence. If the player(s) complete all 12 levels, the game will then select random levels and the player(s) may continue to play until all their Jumpmen have been defeated.

When there is more than one player, players are prompted before their turns. Each player starts with five Jumpmen (or "five lives"). An additional Jumpman is awarded every time a player scores 7,500 points. When a player successfully completes a level by defusing all the ALIENATOR'S bombs, or if all of his or her Jumpman Juniors have been wiped out, the joystick is passed on to the next player. (The player will begin at the same level.) If all of a player's Jumpmen are killed before he or she completes a level, the player is eliminated from the game. Players who have completed a level and have Jumpmen remaining will move on to the next level.

## MOVING JUMPMAN JUNIOR

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

Jumpman Junior leaps when you press the trigger button. If the stick is pushed forward, he will jump straight up (often a necessary maneuver when a bullet comes your way)!


When you press the button and simultaneously push the stick to the right, Jumpman Junior will leap to the right. Press the button and push the stick left, and Jumpman will jump left. But, beware—if Jumpman Junior leaps short of the structure he is trying to reach, if he jumps off the screen or falls lower than the level from which he started, **KABAM...** another life will be lost.

## SCORING


When your Jumpman Junior reaches a bomb and defuses it, you score 100 points. (Jumpman Junior must actually touch the bomb in order to defuse it.)

After you have successfully completed a level, additional **bonus** points are added to your score for each Jumpman you have left. The number of points you win varies from level to level. **Bonuses** range from 25 points on Level 1, to 300 points on Level 12.

## SPECIAL HINTS



**UP ROPE**  
Jumpman Junior  
automatically climbs  
up. He can't go  
down this rope.



**DOWN ROPE**  
Jumpman Junior  
automatically climbs  
down. He can't go  
up this rope.