

JUMPMAN LIVES!

Instructions, Hints, Tips and Cheat Mode!

Published by Apogee Software Productions

Created by Dave Sharpless

In the near future Saturn is home base for the famous Sagan Institute, a science post dedicated to finding life on remote planets of the cosmos. Terrorists have planted deadly TechnoBombs on every level of the station that will blow it---and Saturn---to space bits! Specially equipped with jet boots, your mission is to infiltrate the science station and defuse each bomb. Each level poses a unique challenge, with unusual pitfalls. And most levels are patrolled by the laser-sighted SmartDarts that will hound your every move.

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GENERAL HINTS: There are two types of ropes you'll encounter. One type will allow Jumpman to climb upward, while the other type Jumpman will slide down. It's possible to fall from the up rope, but the down rope will not allow you to move sideways. Jumpman will lose a life if he falls off a ledge, which is why jumping is important. Learn to judge how far Jumpman can jump upwards and sideways.

SPECIFIC HINTS:

JUMPING BLOCKS (Level 4): If you know you're going to be hit by a jumping block, rather than being forced into jumping in a random direction, jump in a direction which you know to be safe and then the block won't make you jump because you're already jumping.

GRAND PUZZLE I (Level 5): Avoid the four bombs in the center of the screen, they don't give ladder pieces and get up to the top. (The four bombs on the top are worth 500 points).

BOMBS AWAY (Level 6): It's possible to go upward using the down rope by jumping onto it and then immediately jumping off of it. You will end up on the next higher level without having to jump a large gap or taking the risk of going all the way up to the top.

DRAGON SLAYER (Level 7): At the start, run down to the first bump and stand on top of it. Jump straight up to avoid the dragons. Repeat this for the third bump (the second bump may be avoided all together). After you've jumped the dragons for the second time, you're home free, go get the bomb.

VAMPIRE (Level 8): The bats move at the same speed regardless of how fast Jumpman's run speed is set for. Set Jumpman's run speed to the fastest setting you can handle (3 or 2) and this will allow you to easily out-manuever the bats.

THE ROOST (Level 26): At the start of the screen HOLD UP and when Jumpman starts to climb the ladder, pull back down. Move quickly to get all the upper bombs. To get the two new bombs placed at the bottom, you must climb down quickly and will probably have to cross to the other side of the screen to avoid the birds.

GRAND PUZZLE II (Level 27):

Get the bombs in this order:

1. The four bombs on top
2. The top 500 point bomb
3. The bomb to the left of it
4. The bomb second and third 500 point bomb
5. The bomb located to the left of the last 500 point bomb
6. The bomb on the second to the lowest level, on the left hand side
7. Now that he's invisible, the final 500 point bomb

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FIGURITS REVENGE (Level 33):

The first two bombs to get are:

1. The bomb to his immediate right
2. The bomb in the lower right hand corner of the screen
3. There are four bombs that require Jumpman to be *in flight* when he gets them

FREEZE (Level 39): The freeze monsters move at a fixed rate, set Jumpman's run speed to a faster pace.

HURRICANE (Level 41): If you find yourself stuck at the right hand side of the screen, try jumping out the right hand side of the screen. Jumpman will jump out the right side and come back on the left.

HATCHLINGS (Level 43): The monsters move at a fixed rate, set Jumpman's run speed to a faster pace.

GRAND PUZZLE III (Level 45): Avoid the red square, accumulate bombs until the square changes color (yellow in EGA and VGA). At this point, position Jumpman to the LEFT of the second from right bomb on the bottom. When the yellow square hits Jumpman, the screen completely changes.

Four bombs are worth 500 points and the rest are instant death! The bombs which are worth 500 points are:

1. The bomb you are standing next to
2. The middle bomb on the bottom
3. The bomb in the upper left hand corner
4. The bomb at the top of the down rope

---- The Level Editor ----

The level editor (included with the Commercial Version of *Jumpman Lives*) is used to create your own levels that you can share with friends. The level editor does not support special effects, such as falling bombs, dragons, moving walls, UFOs, etc. Using the level editor you can devise very complicated levels with shifting platforms, appearing ropes, vanishing ladders, etc. To understand the editor you must read the editor help screens available within the game. When you are editing a level you can press "S" to save your level, or F1-F2 (at the same time) to abort the level editor. You can type "T" to test your level while within the editor. To play your level you need to store it within a "library" using the built-in library manager, then use the game's normal start command to play your level(s). To re-edit your level(s) you must first extract them from the library. NOTE: You will need to name each level, plus you'll need to name each library, such as ! "New Levels".

---- The Cheat Mode! ----

To activate the cheat mode in *Jumpman Lives* you must press the TAB key four times (from the main menu screen) and the entire screen will blink. When you start the game you will have several extra men. While playing the game you can press CTRL-BACKSPACE (both keys at the same time) to skip to the next level.

**SEND ALL QUESTIONS TO: APOGEE SOFTWARE * P.O. BOX 476389 * GARLAND, TX
75047-6389**