JUMP MANIA

ENGLISH

THE GAME
The aim of the game is to destroy all the tiles on each of the 32 levels. To do that, your character can move from one tile to another or jump over several tiles according to a defined number at each level. Be careful because you will fail if you fall into the void and some tiles feature attributes that can help you or lead you to your doom!

HOW TO PLAY
On the main screen, here are the different options :

PLAY GAME	Start to play!
SELECT CONTROL	Choose the control mode
EDITOR	Launch the level editor
ENTER PASSWORD	Enter a password to go to a chosen level.
SOUND	Choose music or SFX while playing.
INFOS	Information about JUMP MANIA.
OTHERS	Management of your personal files.

While playing, you can see on top of the game screen the current level number and password but also the available number of double jumps, triple jumps and quadruple jumps. Press the "ESC" key to give up and return to the main menu.

Details of the various tiles:

	Normal		Indestructible
	Must be crossed twice		Detonated all other bombs attached.
	Slippy		You must finish the level on one of these.

LEVEL EDITOR
The level editor allows you to create up to 32 personal levels by file, but you can create as many files as you want. Before you start the level editor for the first time, you must clear the memory from the original levels by selecting the "CLEAR LEVELS" function of the "OTHERS" menu. Thereafter, you will load your file containing your personal levels before displaying the editor.

When you start the editor, you must first specify the number of the level you want to edit using the buttons "+1" and "-1". The editor is composed of a following functions:

SELECT FIELD	Choose a tile to use on the playfield.
FILL	Fill the playfield with the selected tile.
QUIT	Quit the level editor.
COPY	Copy a level to another location.
READY	Finish the tile placement.

Use the pointer and the spacebar to place the tiles in the playfield. Once you have finished placing your tiles and clicked "READY", set the character and determine the number of double jumps, triple jumps and quadruple jumps available. You are then returned to the main menu of the game and you can try your own levels. Remember to return to the "OTHERS" menu to save your level file before you turn off your computer.

"OTHERS" menu permits to manage your level files :

LOAD LEVELS	Load the level file named with the "INPUT FILENAME" function.
SAVE LEVELS	Save your levels in the file named with the "INPUT FILENAME" function.
CLEAR LEVELS	Erase the levels stored in memory.
INPUT FILENAME	Input a filename to load/save personal levels.
SHOW DIRECTORY	List the level files stored in the disk in drive.