

Jumpin' G

THE TUTORIAL GAME



DMZ001

DIMENSION Z

RETRO VIDEO GAMES

Thank you very much for choosing [JumpinG - The Tutorial Game](#). This game has been designed for working in computers and emulators for the MSX 1 system and higher.

Minimal requirements:

First generation MSX with at least 16 Kb. RAM

CAUTION

PHOTOSENSITIVITY

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

STORY OF THE GAME

Raúl is the protagonist of our story, a law student immersed in reading stories of fortunes and treasures. He's always in libraries and historical archives, consulting old manuscripts. He devotes a large part of his free time for this research work and his limited resources to take advantage of the informations acquired with this work.

One day, his adventures friends found a manuscript written by Duke don Leandro de Soto and Mieres, a wealthy Lord settled in Castile lands in Medina de Rioseco. He had the misfortune to not having offspring even though he had contracted marriage with Dona Leonor Villegas and Castronuño. So he had decided to hide his fortune to prevent it from falling into wrong hands.

At this moment, Raúl friends decide to contact him and share the existence of this information.

We have written the location of your final destination in a small parchment, we have broken it in four fragments and hidden them at different places of the city, you need to find them.

Good luck in your quest, Raúl.

OBJECTIVES OF THE GAME

Your objective is to explore the city in search of the four fragments of the map that will give you the information you are looking for. But you need to be very careful because the city is full with countless lurking dangers that you must circumvent before reaching your goal.

The location of the parts that build the map is a difficult task, as you are forced to search in the most recondite and dark corners of the city.

Go up to everything that can be used as support to reach the ledge of the buildings, it will help you to explore the different floors. Go up on lampposts to reach the floors without normal access, this way you will be able to keep on climbing the building until you reach the roof.

Do not make a hasty decision when you enter a new screen, you will never know what's expecting you on the other side. Wait and observe enemies' moves and act in consequence.

When you move backwards, descend or jump, take care with the heights from where you will fall, as falling from the buildings can cost you one life.

Be careful with the dangerous items that are watching for you in many screens, the same with the diabolical enemies.

Generous people have left items to help you in your mission. Use them conscientiously or keep them for zones where your force could falter or where the difficulty level is higher.

Pick up the possible points to surpass your own personal record and share it with everybody else.

Find the lost key of the official sanitary services of the city, it will give you access to the sewers.

CONTROLS OF THE GAME



You can use the cursors and the spacebar as trigger.



Or use Joystick connected to the port 1 of the MSX, and button 1 as trigger.

Cursor or joystick to the Right: The protagonist moves or continues to the right of the screen.

Cursor or joystick to the Left: The protagonist moves or continues to the left of the screen.

Cursor or joystick Up: The protagonist makes a jump; optionally, if he's in the stairs, then he will go up them.

Cursor or joystick Down: To be used in stairs, the protagonist will go down them.

Cursor or joystick Up + Right: The protagonist makes a diagonal jump to the right.

Cursor or joystick Up + Left: The protagonist makes a diagonal jump to the left.








Spacebar or button 1 of the joystick: You can freeze the enemies if you have a paralyzer.

F1 key displays the menu of hidden items; press it again to hide items.

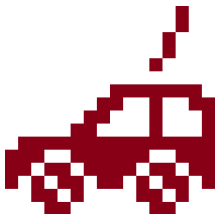

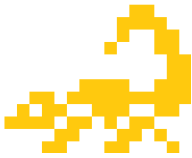
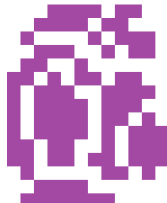
P allows to pause the game and to resume it when you press again this key.



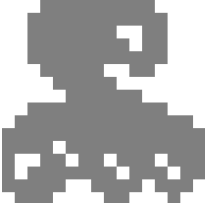

CONTROL+STOP allows to quit the game.

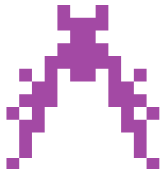
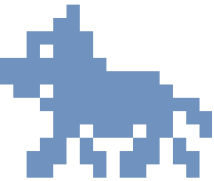


ITEMS OF THE GAME

	The four fragments of the map, that you must find to locate the information that you want to get.
	Blue Aura to collect, it will add 10 points to your score.
	Red Aura to collect, it will add 50 points to your score.
	Heart to pick, it adds one life to your score.
	Potion to collect, it will give you a few seconds of immunity.
	Paralyzer: use it when you want by pressing the spacebar or button 1 of the joystick, it will freeze all enemies.
	Key that opens the access to the sewers of the city.

ENEMIES

			
Little Car	Worm	Rat	Ogre

			
Porcupine	Snail	Mutant	Spider

			
Bat	Dog	Bird	Crocodile

Be careful, they will make your life impossible.

LICENSE

The copyright of this game is owned by Jose Vila Cuadrillero and Dimension Z. They allow use and distribution for educational purposes only. Any sale or marketing is totally prohibited. However Dimension Z gives his express consent for the publication or distribution, on any medium, of the existing package. Each part of the code, graphics manual or artwork remains the property of Dimension Z and you need to mention the copyright owner in any kind of publication or distribution.

This game has been created with the intention to provide some tutorials, to teach the novice programmers how to create video games for the MSX1 system in assembler language.

You can see and follow the tutorials about the creation of JumpinG (The Tutorial Game), as and when they will be published on our website www.dimensionzgames.com on the www.konamito.com blog and on the karoshi.auic.es community.

The game is provided as a 32 Kb. ROM file, to be runned on original machines and emulators, with a manual and a cartridge sticker, as well as all the graphics and projects for the nMSXtiles designer and the source code of the game in assembler language for the asMSX cross-compiler.

CREDITS AND SPECIAL THANKS

Original concepts, Code and Graphics:

José Vila Cuadrillero (ZilogZ80)

Music and Sounds Effects:

José Vicente Masó (WYZ)

Betatesters:

José Andrés Gil Ayube (KONAMITO)

Toni Galvez (PAULBRICK)

Small parts of additional code:

Eduardo A. Robsy Petrus (PITPAN)

Jon Cortazar Abraido (Viejo Archivero)

Team XL2S by the Pletter 5c1 compressor.

José Vicente Masó (WYZ)

Artwork and Cover:

Lorena Azpiri

People who have contributed to the Project and special thanks.

My wife Azucena for enduring my absence when I'm using laptop.

Ramón de la Heras for the changes to the nMSXtiles software.

Toni Galvez y David Goblin for their comments and tests.

José Manuel Pazos (Guillian) for their help and comments.

Benoît Delvaux for the English translations.

The whole KAROSHI Community, the KONAMITO blog and all the retromaniacs that contribute to make the standard more alive than ever after 29 years.

Jumpin'G

THE TUTORIAL GAME

www.dimensionzgames.com

DMZ001

DIMENSION Z
RETRO VIDEO GAMES