JUMPY (c)1982 by ED LEVY

Try to get your JUMPY into his
cove. Cross highways and rivers,
dodge cars and trucks- jump
from boat to boat - an incred-
ible journey.
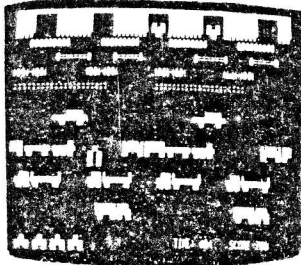
Now JOYSTICK COMPATIBLE!!

☒ MOD I/III 16k Tape Version

☐ MOD I/III 32k Disc Version   For The TRS-80 (TM)

JUMPY is a fast paced Arcade syle game written in machine
language. The Object of the game and its operation is:

        -You are given five "JUMPYS" (shown on the bottom
        left hand corner of your screen)
        -At any time you can move a JUMPY in any of four dir-
        ections determined by TAPPING one of the four
        ARROW keys (left,right, up or down)
        -The bottom half of the screen represents a "highway"
        with trucks, trains, cars, etc. going in opposite
        directions. You must "dodge" your JUMPY between
        these vehicles - going towards the top of the screen
        -Once past the highway, you reach the water where
        boats are travelling in opposite directions. You
        must "jump" from boat to boat to attempt to get to
        one of the five "coves" at the top of the screen.
        -Scoring is given in the game instructions when you
        first load the game. The game changes each time you
        get five JUMPYS into their coves - play the game
        well and you will see how it changes.

Game Sounds

        JUMPY game sounds can be heard by connecting the
jack that is normally connected to the AUX Input on the
Cassette Recorder to a small speaker amplifier similar to
Archer/r.s. no. 277-1008

Loading Instructions

MODEL I, LEVEL 2 tape(16k)————

        In response to MEMORY SIZE? press (ENTER). In re-
sponse to READY type SYSTEM (ENTER). In response to
"*?" type JUMPY (ENTER). The program will then load from
tape - when done, "*?" will re-appear, you will then type
"/" (ENTER) and the game will begin.

MODEL III, LEVEL 2 tape(16k)————

        In respone to "Cass ?" type L (ENTER). This will
load the game at a slower speed but will give more reliable
transmission. Follow the instructions for MODEL I, LEVEL 2
tape thereafter.

MODEL I, LEVEL 2 Disc 32k (Disc version on tape)————

        Power up to TRSDOS Command Mode. Type in program
TAPEDISC press (ENTER). Then type "C" (ENTER). The tape

should then load to memory. When the "?" appears type the
following to save to Disc.

        F JUMPY/CMD: 8 701C 986B 701C   (ENTER)

When the "?" re-appears, the program will have been written
to Disc and filed under the name JUMPY/CMD

MODEL III, LEVEL 2 Disc 32k(disc version on Tape)————

        Power up to TRSDOS, then type in TAPE(S=T, D=D) and
press (ENTER). TRSDOS will respond with "Cass ?".Press
the "L"key (for low baud). A disc file JUMPY/CMD will then
be created on disc.

Note to Disc Users————

        A file called SCORES will be created on your disc
the FIRST time that you run the JUMPY program - make sure
that enough free space (approx 1 or 2 grans) is available.
The program doesn't error trap for disc I/O so keep this in
mind.

        High scores for a session are saved to Disc when
you exit from the program. If the system is re-set instead
of a proper program exit all scores from the CURRENT ses-
sion will be lost.

Warranty

Orig. location: 4330-6D83, 4330

*Note: pressing 'BREAK' can cause a problem
      with the frog characters, requiring a reload.*