

# **JUNGLE TROUBLE**

## **LOADING INSTRUCTIONS**

Place cassette tape in recorder and rewind to beginning of tape. Check that recorder has a clean recording head, that its tone controls are at maximum treble and minimum bass, and that its volume is at threequarters maximum. Check that the joining lead between your Spectrum and cassette recorder is connected to the EAR sockets at both ends. Type the keyword 'LOAD' followed by two sets of inverted commas (press 'SYMBOL SHIFT' and letter 'P' at the same time to get one set of inverted commas). Having typed LOAD " " on your Spectrum press the 'ENTER' key then press the PLAY or START control of the cassette recorder. Wait until the flashing 'LOADING' message stops before pressing keys 1 to 4 to select speed of play.

## **INTRODUCTION**

The purpose of the game is to get home as quickly as possible from the depths of the Jungle.

To achieve this goal you must first cross the river using the stepping stones to avoid the crocodile, and then carry your axe to the forest.

Here you must chop down the trees, but watch out for the monkeys who will snatch your axe or may even kill you if you are defenceless. As you chop the trees your axe will become blunt and you will have to go back over the river to fetch a new one. When all the trees have been felled you must swing over the pit of fire and run home.

Beware, however, of the crevasse which appears at your feet. If you are quick you can leap for home and enter your time in the Jungle Trouble score table.

## **PLAYING INSTRUCTIONS**

On loading the program you are asked to select the playing speed, Press 1 for fast, down to 4 which is very slow. Play begins when all the players are on the screen. You make your move by pressing:

← 5	move left/strike monkey	↓ 6	move down
↑ 7	move up/jump	→ 8	move right/chop tree

**First you must fetch your axe by moving right, into the edge of the screen. A magnified view of your axe appears along the bottom of the screen. To jump over the stepping stones you must have the longest run up possible, and press the jump key as you approach the edge of the land.**

**If you fall in the water you will lose your axe and may be eaten by the crocodile.**

**If you jump successfully then release the jump key when you are in the air.**

**To jump the next stone press the jump key just as your foot touches the rock and release it again when you are in the air. To climb to the next level position your man at the bottom of the ladder and then press the move-up key.**

**To fell a tree stand beside it and repeatedly press the chop key. As you chop a niche appears in the trunk and your axe blade becomes blunt and it will take longer to chop down the tree. When the tree is about to fall it will shake and you must move from under it.**

**If a monkey approaches you may strike it down if your axe is sharp by pressing the 'strike monkey' key as it sits beside you.**

**If you have no axe then you will lose a life.**

**To swing across the fire pit stand on the centre of the rim and press the jump key to grab the rope. If you catch the rope then hold down the jump key to hold on to it. You cannot hold on for very long. Release the key to land on the other side of the pit. As soon as you land then run for home. Press the jump key at the last moment to jump the opening chasm and keep running for home when you land. If you fall through then try again.**

**When you reach home, if you have achieved a good time then enter your initials into the table when the cursor flashes.**

**GOOD LUCK!**