



I N S T R U C T I O N S

JACK! - INTRODUCTION



Please meet Jack, our new hero and your new idol. Jack is an absolute normal fellow and he has a new fancy look, so give him some credit. No, seriously, he cares a lot about the way he looks. He always wears cool looking clothes and fancy snickers, so chicks are simply crazy about him! Well the haircut isn't his better side, so he is always wearing hats to cover up the mess on his head. On the other side, he is a very famous person. You may have seen him on many "How to make..." TV-shows. He likes to spend his free-time with his PalmOS device and his friend Joe, playing cool games.

On a shiny bright day, Jack was sitting alone, playing his favorite game Monsta from Industry Entertainment. In that moment an evilminded monster, which calls himself "Evil Bilde", came out of his evil dungeon and took Jack's toy away from him. Jack realized very quickly that his life wouldn't make any sense without his handheld, so he tried to stop the monster, but unfortunately with no success. The monster got evilish mad and he struck Jack and tear apart his new clothes!

Jack is now inprisoned in Bilde's dungeon with several other monsters who are looking forward to eat him for dinner. Is Jack ready to stand up, and has he enough strenght, skill and courage to defeat Bilde's evil monsters and to master Bilde's evil duneons?

JACK! - FEATURES

- * High quality pixel graphics, color and grayscale devices supported
- * High quality music and sound effects for the ultimate pleasure (Powered by **MODULA** audio engine)
- * 5 huge worlds with a total of **300** rooms to explore
- * 15 tilesets with a total of 250 different tiles
- * 15 animated enemies to fight with
- * 5 different weapons to use and abuse
- * 30 other items for you to collect and use
- * Support for **PalmOS, PocketPC, Smartphone** and **SymbianOS** based devices

JACK! - CONTROLS

You need at least six buttons on your device to control Jack. You can go left, right, up, down, you can jump and shoot. The stylus is used only if you want to pause the game during the play. Just tap the screen with your stylus and you'll access the pause menu where you can adjust music and sound volume, restart the level, quit to main menu or completely quit the game.

JACK! - GAME GUIDE

The game display is divided into three sections. At the top of the screen your inventory is placed on the left, and to the right, your overall score. The middle part of the screen is reserved for the gameplay. At the bottom of the screen the info board is placed. There you can see some important informations like: how many lives or energy you have, if you have a lamp or a torch and your weapon and ammunition.

As you move on through the dungeons you'll encounter several items which you can pickup or use and several objects to interact with. There are three types of items you can pickup: bonus items, smart items and weapons. Here is a complete list of all items and objects.

BONUS ITEMS:

- Coin +5 PTS
- Diamond +10 PTS
- Apple +5 PTS
- Melon +10 PTS
- Trophy +10 PTS
- Painting +20 PTS
- Floppy +10 PTS

SMART ITEMS:

- Keys - to open doors
- Torch - 8 turns
- Flashlight - 5 turns
- Papyrus - level map
- Palm - smart messages
- Red Pill +15 Energy

WEAPONS:

- Knife - close combat only
- Pistol - Max. Ammo: 1
- Shotgun - Max. Ammo: 3
- Machinegun - Max. Ammo: 5
- Laser - Max. Ammo: 8

OBJECTS:

- Doors - use keys to open
- Button - open hi-tech doors
- Switch - open metal doors



CPU +20 PTS



Sphere +15 PTS



Cube +30 PTS



Blue Pill +25 Energy



Stimpack +50 Energy



First Aid +75 Energy

You can encounter many enemies during your quest. Each enemy has its own strength and intelligence. Some of them are weak, some of them are strong. Some of them are intelligent, and will commence the attack immediately, and others are less intelligent and will ignore you as you walk through the dungeon. Here is a complete list of all enemies you may find with some general info.

ENEMY INFO:



SNAKE

- Inhabitation: everywhere
- Intelligence: very poor
- Strength: 1



LIZARD

- Inhabitation: Funky Forest
- Intelligence: very poor
- Strength: 2



KNIGHT

- Inhabitation: Spooky Castle
- Intelligence: very poor
- Strength: 2



SPIDER

- Inhabitation: everywhere
- Intelligence: very poor
- Strength: 2



RABBIT

- Inhabitation: Funky Forest
- Intelligence: average
- Strength: 2



WIZARD

- Inhabitation: Spooky Castle
- Intelligence: very smart
- Strength: 3



SKULL

- Inhabitation: everywhere
- Intelligence: very poor
- Strength: 3



BEAR

- Inhabitation: Funky Forest
- Intelligence: average
- Strength: 3



DRAGON

- Inhabitation: Spooky Castle
- Intelligence: average
- Strength: 4



MARTIAN

- Inhabitation: Shiny Metal
- Intelligence: average
- Strength: 4



EGYPTIAN

- Inhabitation: Whacky Mosaic
- Intelligence: very smart
- Strength: 5



C3PO

- Inhabitation: Shiny Metal
- Intelligence: average
- Strength: 5



VIKING

- Inhabitation: Whacky Mosaic
- Intelligence: very smart
- Strength: 6



R2D2

- Inhabitation: Shiny Metal
- Intelligence: average
- Strength: 6



GHOST

- Inhabitation: Whacky Mosaic
- Intelligence: very smart
- Strength: 8

The aim of the game is to find the exit of each of the levels. To reach the exit, you must collect keys to open closed doors. It is very important to open doors in a certain order, otherwise it might be that you get stuck on a level and you'll have to restart your journey.

DOORS

There are four kind of regular doors: red, green, blue and yellow. Each door can be opened with the same colored key (marked with letters R, G, B and Y in the greyscale version). Another kind of door is the metal door that could be opened only by pulling switches (on level 3 and 4) and buttons (on level 5) that are related to them. The metal door--switch or metal door--button relation is always the same, but not especially noted, basically unknown as long you don't reveal the relation. There is a high possibility to get stuck in a certain area of a level if you waste your keys for opening doors that are not really wise to open, and, you will be forced to restart. Don't worry, once you learn the way, it will be easy to find the exit.

WEAPONS

To kill enemies, you can use the weapons which differ one from another by the number of possibility to use them. All enemies die by one single shot or by a close combat with a knife. You can't collect a weaker weapon from the one you have in the inventory. That means, if you have a laser with 4 bullets, you can't collect a shotgun with 3 bullets, but you can pick up a machine gun with 6 bullets. If the power of both weapons is equal, Jack will simply change the weapons, and the one you carried until then will be lost. It is recommendable to use the weapons to their very last bullet and pick up another only after that. The weakest weapons are the knife and the pistol; they are equally (not) powerful. The knife is good for close combats, whilst the pistol and other fire weapons are good for killing enemies from the distance. Don't waste your weapons on weak enemies unless you want to fight bare handed with the most dangerous monsters.

ENEMIES

Enemies are guarding rooms and the items in them. You can jump over enemies if there is enough space above them. The dumbest enemies will just walk left and right, but the ones that are smart will attack immediately you get in their sight. Once you run away from them, they will continue their usual scheme of guarding-walk. The most dangerous enemies will start to run toward you when they see you.

SMART TILES

Smart tiles that may hurt you are fire, water and stabs. If the fire's or water's level is low, you are free to jump in them, but you'll lose a bit of energy. If their level is high and you try to mess with them, you'll die. Stabs will also cause a minimal energy loss. Smart tiles that help you during your quest are the ladder, the pipe, and the rope. You can climb on the ladder and the rope to reach high platforms. Pipe is good for jumping down from high places without breaking your neck, but you can't climb upwards on them, so always think twice before a jump. The tracks are ground-surfaces which are moving left to right or otherwise. They are mostly harmless, but can be very dangerous if they are placed by a pool full of water, beside a lake of fire or on a high platform.

ITEMS

Value items vary from level to level. If you want to burst the high score chart, collect as many as you can. Of course they are not important for reaching the exit; sometimes it is even wiser to leave them alone unless you are an expert in controlling Jack. If you collect the map, you'll get a schematic picture of the actual level. It is always good to know which room is dark, secret, or where you can find the exit. Collect the head icon for an extra life. Expect an extra life when you finish a level, as well. Red and blue pills, the injection and the first aid bag are good for filling up your energy. If your energy is on the top, you can still collect medical packs, but they won't help much. Rather leave them for later.

DARK ROOMS

Dark rooms are where the lights disappeared for some reason. Unpaid electrical bills, cheap light balls or just the level designer's unawareness? However, they become light when you carry a light-source with you. The torch lasts for 8 dark rooms; the flashlight equipped with Chinese SONACHI batteries, is good for five rooms only. There are plenty of light sources to collect, just remember, it doesn't matter how many light sources you collect, yet the amount of dark rooms they can be active in. If you have a torch with 7 usages and you collect a new torch, you'll only win 1 extra usage, so you'll have 8. It's nasty, isn't it?

SECRET ROOMS

Well, they are not too secret after all. If you examine a level for long enough, you'll probably run into some secret rooms that are full with value items, weapons, and medical packs. But if you get really lucky, you'll run into an extra life or two as well!

MACK

If you collect a palm, Mack will appear. Mack is Jack's imaginary friend from his childhood who suddenly disappeared when Jack got his first handheld but came back to life after Evil Bilde took away Jack's play machine. He will help and guide you through the levels. Well, his advices are not always useful, but sometimes he might save you from a level restart.

After you finish a level, you'll see a screen where your final level score will be calculated. The extra points depend on how much items you collected, rooms you visited, enemies you killed, and lives you have. So it is worth to take your time on a certain level and collect, visit and kill everything you can.

Enjoy your play!

F A Q**JACK - FREQUENTLY ASKED QUESTIONS**

Q: What is Jack's family name?

A: Jack's family name is TURBOSEK

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