DISK LOADING INSTRUCTIONS

JUMPMAN™

Switch the computer off. Connect a disk-drive, and a joystick (Port 2) switch the disk-drive on, then switch the computer on. Adjust the volume to about half-way.

Insert the disk, label upwards, and type:–

LOAD "✳," 8, 1 and press RETURN.

The computer will reply:
SEARCHING FOR "✳"
LOADING
READY
Type RUN and press RETURN.

The game will start loading by showing the title page, and will start automatically after about 1¾ minutes.

Follow the instructions given in the booklet for playing the game.

EPYX
COMPUTER SOFTWARE

IS1(X)CY/CQ 000587

CASSETTE LOADING INSTRUCTIONS

JUMPMAN™

This cassette contains a fast loading routine which considerably reduces the time taken for the programme to load.

Switch the computer off, remove any cartridges, connect a C2N Datassette Unit, and connect a joystick to (Port 2). Switch on, put a cassette in the Datassette Unit and fully rewind the tape to the left. Zero the counter.

To load the programme press and hold down SHIFT, then press RUNSTOP whilst holding SHIFT. Start the tape as prompted. When each section has LOADED press the SPACE bar to load the next section. The programme will start automatically when the last section has loaded.

The programme will normally take about *6 mins./section* to load.

If loading difficulties are experienced ensure that the read/write leads of the C2N Datassette Unit are cleaned and demagnetized every 10 hours of use, as described in the Operating Instructions.