

Nintendo®

**GAME BOY™**



**INSTRUCTION BOOKLET**



# Jump!

One day you find a discarded ball in the bushes outside a playground. Strangely enough you get a psychic connection with the ball, which seems to have a will of it's own.

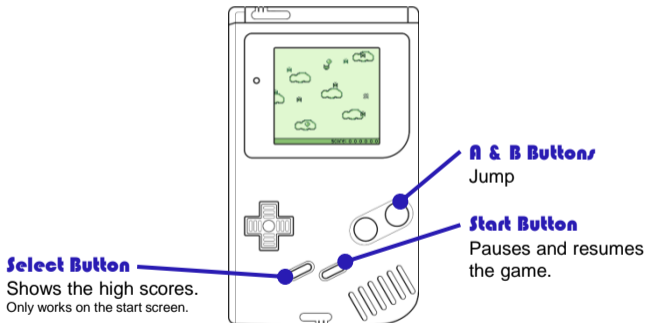
From the mind of the ball you understand that it has had many years of fun playing together with the kids at playgrounds around the world. But now it is has become old and worn, and its reflexes are not what they used to be. However, it's still got some bounce left in it!

The ball wants you to melt your minds together, so that you can use your excellent reflexes to help it bounce its way up to toy heaven. Being as helpful as you are, you agree in an instant.

Good luck on your journey!

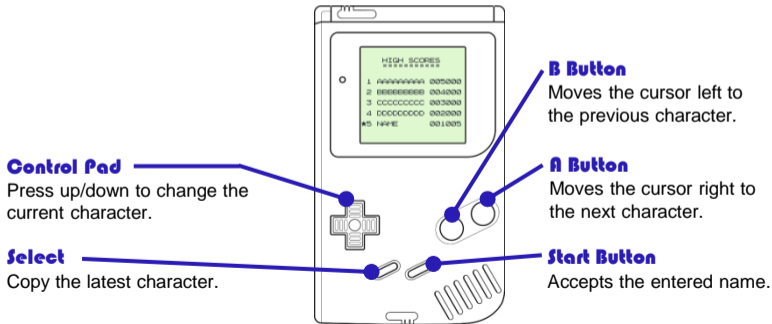
# Game Controls

The controls are rather simple...



# High Scores Controls

This screen shows the top five scores achieved on this copy of **Jump!**. Keep in mind that a perfect round is awarded with a star!



# Item

This is the only item that you will encounter on your journey.



## **Bricks**

Jump on them, don't get pushed!  
It's as simple as that...

# Tips & Trix

## **Score**

You get 5 points for each brick that you stack and some extra points based on the speed of the brick.

But also make sure to stack the bricks as evenly as possible! You get a bonus of up to 10 points when you stack two or more aligned bricks.

The only way to get a star next to your name in the high scores list is to align all the bricks when you play a round.

# Acknowledgements

This is the second game that I've made for the Game Boy. I didn't really plan to make another game after *Tesla's Kitten*, but I was in the coding zone and I could reuse a lot of the code written for *Tesla's Kitten*.

Since the mechanics of this game is more simple than *Tesla's Kitten*, I could code the whole game in C using the GBDK.

Again, a big thanks to the creators of the following tools, as I had a lot of use for the tools while coding:

- GBDK
- Gameboy Tile Designer / Gameboy Map Builder
- BGB (GameBoy emulator/debugger)

A final thanks to Nintendo for creating the Game Boy! I spent countless hours with it as a child, after which my cousins had it for some years until it was stowed away. Now that I got it back after some 20 years, I just had to insert and remove the cartridge a few times to get it running!

**Markus Storm. 2018**