CLAIM JUMPER

by G. Chang

LOADING CLAIM JUMPER

Make sure that you have at least 16K of memory.
Remove the BASIC or other cartridge from the cartridge
slot(s). Plug joystick controllers into the first and
second controller jacks. (Only the first joystick
controller is needed for the optional one-player game.)
If the computer is on, turn it off.

FOR CASSETTE:

Insert the CLAIM JUMPER cassette with SIDE A facing
up. (This is the side with the label on it.) Press
REWIND to make sure that the tape is completely
rewound, and then press STOP. Press PLAY to prepare
the program recorder for loading the program.

Press the START key and hold it down. Turn on the
computer. After you hear the beep, release the START
key and press RETURN.

CLAIM JUMPER will take about four minutes to load.

If you should have any difficulty loading the program
from SIDE A, simply flip over the cassette, making sure
to rewind it, and load the program from SIDE B.

FOR DISK:

Turn on the disk drive and insert the CLAIM JUMPER
disk. Turn on the computer. The program loads
automatically.

OBJECT OF THE GAME

CLAIM JUMPER is a competitive two-player action
game. The object of the game is to collect gold nuggets,
trade them in for cash, and save cash in your bank for
buying houses. At the same time, you must try to
prevent you opponent from doing the same things. A
gunfight often determines who gets the money safely to
his bank. Points are awarded for buying houses and for
successfully fighting off pursuing snakes or
tumbleweeds.

An optional one-player game is described under
OPTIONS.

PICKING UP GOLD AND MONEY

You control your cowboy with your joystick. The left
joystick controls the dark (brownish green) cowboy,
while the right joystick controls the light (pinkish)
cowboy. (The actual colors depend on your TV set
adjustment.) The cowboy runs in the direction you push
your joystick.

A flickering gold nugget appears on the screen. To pick
up the gold nugget, all you (the cowboy) have to do is run
over and touch it. As long as you have the nugget, your
opponent can't take it away from you. However, you'll
soon see that you might want to drop the nugget, or you
might be forced to drop it. If you want to drop it, simply
press your trigger button.

A nugget is useless until traded for cash. To trade the
nugget for cash, take it to the assay office, located at
the center top of the screen. (An assay office is a place
where you can have the purity of gold analyzed.) A
flashing dash shows you where to place the nugget.
When you place the nugget over the dash, the nugget
disappears and, after a few seconds, a ten-dollar bill
appears next to the assay office.

To pick up the bill, all you have to do is touch it. Just like the nugget, your opponent can't take the bill away from you unless you drop it, or you are forced to drop it.

Your goal is to save money in your bank, located in the lower left corner (dark bank) or lower right corner (light bank). To make a deposit, carry the bill to YOUR bank and drop it off. To let go of the bill, simply press your trigger button. The bill must be completely within the colored area of the bank to be deposited.

When you have saved up ten bills, you will buy a house. The house purchase occurs automatically.

SNAKES, TUMBLEWEEDS, AND OTHER HAZARDS

Shortly after the game starts, two types of creatures start to appear on the screen--snakes and tumbleweeds. The snakes, which are pink, are similar in color to the light cowboy. The tumbleweeds, which are brown, are closer in color to the dark cowboy. The snakes and tumbleweeds pursue the cowboy of the opposite color. In other words, the snakes chase after the dark cowboy and the tumbleweeds chase after the light cowboy. When a pursuing creature catches you, you are paralyzed for two seconds. If you have a nugget or bill, you will drop it, thereby allowing your opponent to steal it away from you.

After the two seconds are up, you are free to move again. You will have a brief period of immunity against paralysis. You should take advantage of this immunity by moving away from the pursuing creatures.

The dark cowboy must avoid not only the pink snakes, but other pink objects as well, including:

.The pink and blue house
.The boardwalk that forms the right screen border
.The pink bank
.Pink snake eggs

The light cowboy must avoid not only the brown snakes, but also:

.The brown and green house
.The boardwalk that forms the left screen border
.The brown bank
.Brown tumbleweed seeds

Both cowboys must avoid:

.The upper half of each cactus
.The building located at the bottom center of the screen
.The barbed-wire fence around this building

Touching any hazard causes you to be paralyzed for two seconds and to drop any nugget or bill you are carrying.

DROPPING SEEDS AND EGGS

Dropping seeds or eggs is perhaps your most effective defense against creatures (snakes or tumbleweeds) that are chasing after you. In addition, the seeds or eggs that you drop are additonal hazards that your opponent must avoid.

To drop a seed or egg, let go of your joystick and then press your trigger button. (You can't drop a seed or egg while running or while carrying a nugget or bill.) The dark cowboy drops tumbleweed seeds, while the light cowboy drops snake eggs.

When a snake eats a tumbleweed seed, the snake is transformed into a tumbleweed; when a tumbleweed tumbles over a snake egg, the tumbleweed is transformed into a snake. In other words, a seed or egg that you drop can convert a creature that is bad for you into a creature that is bad for your opponent.

When a tumbleweed tumbles over a seed, or a snake eats a snake egg, no transformation takes place. However, the seed or egg is destroyed.

There can be no more than six seeds or six eggs on the screen at any time. When the dark cowboy drops a seventh seed, the oldest seed on the screen is removed automatically, so that only six remain on the screen. The same is true for the light cowboy dropping eggs.

You can drop a seed or egg in a clear area only. You can't drop one directly on another seed or egg, on a building, or on a snake or tumbleweed. In addition, seeds and eggs are forbidden on the bottom line (below the level of the barbed-wire fence). You can, however, drop a seed or egg directly on your opponent, thus causing him to be paralyzed.

SHOOTING BULLETS

Shooting bullets is a good way to steal (or steal back) your opponent's nugget or bill. Also, you can quickly create more hazards for your opponent by shooting snakes and tumbleweeds.

To shoot a bullet, press your trigger button while you are running. The bullet shoots in the direction you're running. (You can't shoot while standing still or while carrying a nugget or bill.) If you are running diagonally, the bullet shoots in a horizontal direction.

GETTING HIT

If you are hit by a bullet, your hat flies off and you are transported to one of the two hospitals, located in the upper left and upper right corners of the screen. You may choose the hospital you want to go to by pushing your joystick left or right. If you don't choose one or the other, the computer chooses one at random.

If you are carrying a nugget or bill when you are shot, you will drop it and leave it behind, allowing your opponent to pick it up.

The hospital is a safe area where no hazards exist and you can't get shot. Conversely, you may not shoot any bullets while in the hospital or while touching any part of the blue hospital area.

After a very brief stay at the hospital, you are fully recovered and ready to re-enter the hazardous play area.

HITTING SNAKES AND TUMBLEWEEDS

You can shoot creatures (snakes or tumbleweeds) that are chasing after you and change them into the opposite type of creature. In other words, the dark cowboy can shoot snakes and turn them into tumbleweeds; the light cowboy can shoot tumbleweeds and turn them into snakes.

You may also shoot creatures that are already chasing your opponent. Shooting such creatures destroys them, leaving only remnants. For example, the dark cowboy can shoot tumbleweeds, destroying them and leaving tumbleweed remnants. A tumbleweed remnant looks like a brown "T". It behaves just like a tumbleweed seed; when a snake eats it, the snake is transformed into a tumbleweed. Similarly, a snake remnant looks like a pink "S". It behaves just like a snake egg; when a tumbleweed rolls over it, the tumbleweed is transformed into a snake.

USING YOUR TRIGGER BUTTON

You can use your trigger button for three different purposes. The result of pressing the button depends on your situation when you press it:

1. If you are carrying the nugget or bill, you drop what you are carrying.

2. If you are standing still, you drop off a tumbleweed seed (dark cowboy) or a snake egg (light cowboy). You can drop a seed or egg only in a clear area.

3. If you are running, you shoot a bullet. You can't shoot again until your first bullet hits something or goes off the screen. Also, you can't shoot from the hospital area or from inside your bank.

SCORING POINTS

You score points for buying houses and for converting the pursuing snakes or tumbleweeds. Your current score appears at the screen bottom near your bank.

If you are the dark cowboy, you score 100 points for each snake you convert into a tumbleweed, either by using a tumbleweed seed or by shooting. Similarly, if you are the light cowboy, you score 100 points for each tumbleweed you convert into a snake.

At the start of the game you own one house. You score 20,000 points when you buy your next house, and another 30,000 points for the next one. To buy a house, you must save ten bills in your bank.

WINNING

The first player to score 25,000 points (one house purchase and 50 conversions) is the winner. The game stops automatically when this score is reached. After the game stops, you may choose to continue the same game by pressing the SELECT key. If you do so, the game resumes and continues until one player reaches 50,000 points (two house purchases).

OPTIONS

There are two option menus for selecting game play--the CLAIM JUMPER OPTION MENU and the GAME SELECT MENU. Press the OPTION key once to display the CLAIM JUMPER OPTION MENU. Press the OPTION key a second time to display the GAME SELECT MENU.

CLAIM JUMPER OPTION MENU

The CLAIM JUMPER OPTION MENU offers three options for each player:

> **NORMAL GAME**
> **BUY BULLETS**
> **HEAD START**

You and your opponent use your trigger buttons to select the options for yourselves individually. Press your own trigger button repeatedly until the desired option or combination of options is checked off.

"NORMAL GAME" is simply CLAIM JUMPER as described in the instructions so far.

"BUY BULLETS" is a challenging game variation in which you have a limited number of bullets and must buy more bullets when you run out. You start the game with ten bullets, indicated by the ten dashes that appear beneath your score. As you use up your bullets, the dashes disappear one by one. When you are out of bullets, all the dashes are gone.

To buy more bullets, carry a bill to the door of the bullet store, located at the bottom center of the screen. Two flashing dashes show you where to take the bill. When you place the bill in the doorway, the bill disappears and you get ten more bullets.

You can purchase more bullets before you run out, but you can't save up more than ten. You must use a freshly-acquired bill to buy bullets; you can't withdraw money already deposited in the bank.

"HEAD START" allows you to start the game with five bills already deposited in your bank. This may be used as a handicap option, or both players may choose "HEAD START" for a shorter game.

GAME SELECT MENU

The GAME SELECT MENU allows you to select one of three games:

> **CLAIM JUMPER**
> **SHOOT 'EM ONE**
> **SHOOT 'EM TWO**

SHOOT 'EM ONE and SHOOT 'EM TWO are one-player shoot-em-up games. Versions ONE and TWO are the same, except that version TWO is more difficult.

In SHOOT 'EM (ONE or TWO), the object of the game is to shoot and destroy all snakes and tumbleweeds. You can be paralyzed only twice; if you are paralyzed a third time, the game stops and you lose. The small figures at the screen bottom show how many "lives" you have remaining. If you succeed in destroying all snakes and tumbleweeds, you win.

You are always the dark cowboy (left joystick). The snakes crawl towards you as in CLAIM JUMPER, but the tumbleweeds wander at random. You destroy any snakes and tumbleweeds that you shoot and hit.

The BUY BULLETS option is always in effect, and you start the game with no bullets. Therefore, before you can start shooting, you must first pick up the gold nugget, trade it for a bill at the assay office, and use the bill to buy bullets at the store (located at the bottom center of the screen). You can't deposit money in the bank or buy houses. You get ten bullets with each purchase, but you can't save up more than ten.

You should wait until a total of ten snakes and tumbleweeds have appeared on the screen before you start shooting them. Otherwise, the computer will replace them as rapidly as you destroy them. After the first ten have appeared, they will be replaced slowly, giving you a chance to destroy them all.

To make SHOOT 'EM even more challenging, the computer drops snake remnants on the screen at random. You must avoid running into them. As the game progresses, the computer drops them more and more often.

ADVANCED NOTES

CLAIM JUMPER is more complicated than most action games. It takes some time to learn all the rules. Don't feel bad if you can't remember them all when you first play.

The most difficult aspect of playing CLAIM JUMPER is avoiding the pursuing snakes or tumbleweeds. Note that you can run faster in a diagonal or horizontal direction than in a vertical direction. Therefore, you should run diagonally or horizontally most of the time to stay ahead of the snakes or tumbleweeds. If you want to travel up or down the screen, you can zigzag broadly. You'll get where you want to go just as fast, and the pursuing creatures will have a harder time keeping up with you.

Don't underestimate the value of dropping seeds or eggs. Many beginners, accustomed to shoot-em-up games, concentrate on shooting as a means of fighting off the pursuing creatures. With a little practice, dropping seeds or eggs becomes easier and more effective than shooting. The trick is remembering that the snakes or tumbleweeds continue to pursue you no matter where you go; they are not particularly attracted to the seeds or eggs you drop. Therefore, after you drop the seeds or eggs, you should position yourself so that the seeds or eggs are directly between you and the pursuing creatures. This works especially well if you lay out a diagonal line of six seeds or eggs, with you at one end of the line and a group of pursuing creatures at the other end. The creatures will eat up the line as they come towards you, thus converting themselves into the opposite type of creature.

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CLAIM JUMPER

Requires Atari 800 or 400
with 16K memory and one or two joysticks.

Your keen eye has not yet spotted the faint glimmer of raw gold that will spell fame and fortune, but you know it is out there. Suddenly, off to the left, you see what looks like the finest specimen of gold ore this side of the Pecos mountains. Cautiously but quickly, with six-gun drawn, you make your way north toward the shiny treasure.

But wait! You soon realize that you are not alone! Your arch rival has grabbed the gold and is headed for the Assay office to turn it into cash. You must stop him before he is able to deposit the money in the bank or spend it on more ammunition.

Just then you remember your allies, the rattlesnakes. Strategically placed they can help you recover what is rightfully yours. Can you out-fox your arch rival, or is he too clever for you? Can you continue to avoid the deadly man-eating tumbleweeds? The vision of fame and fortune again appears before you and gives you renewed strength and will. The gold is yours and no CLAIM JUMPER is going to take it from you.

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