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Jazz Jackrabbit * ON-DISK MANUAL * Copyright 1994 Epic MegaGames
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System Requirements
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To play Jazz, you'll need at least:

- * A 33-Mhz or faster 80386 processor
* 4 Megabytes of memory

Jazz also supports:

- * Joystick, Gravis Gamepad
* Sound Blaster, SB Pro, SB-16, PAS-16, Gravis Ultrasound sound cards

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The Story
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Remember the Tortoise and the Hare?

3000 years later, they're still at it!

The notorious leader of the turtle terrorists, Devan Shell, has kidnapped the beloved rabbit princess, Eva Earlong, and has inhabited the galaxy with his looting goons! Is all hope lost for the galactic rabbits?

No way!

Enter: Jazz Jackrabbit!

The fate of planet Carrotus is in the hands of one lone rabbit! It's up to you to rescue Eva Earlong and prevent Devan Shell from financing his maniacal plot of turtle domination by swiping the goods out from under his slimy beak.

There is one only rule to remember while exploring -- if you can't collect it, shoot it!

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GAME STRATEGIES -- FOLLOW 'EM AND MAYBE YOU'LL SURVIVE!
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You're about to play an action-adventure game starring a little bunny with a big gun. Your objective can be summed up like this:

- 1. Collect everything. There is a new kind of treasure in every level to satisfy your appetite for loot.
2. If it moves, shoot it. If it doesn't move, what the heck -- shoot it anyway!
3. Find and shoot the checkpoint signs.

The checkpoints mark out areas that the Turtles have claimed. When Jazz shoots these signs, it means that the area now belongs to the rabbits! Yeah! There are two of these signs in each level. The first one is halfway in and the second is at the end. If you shoot the first

checkpoint then later lose all of your health, you will return to that point instead of having to navigate the entire area again.

Other survival tips:

- * Be careful when you're about to jump into an area you can't see. There may be baddies swarming everywhere!
- * When in doubt, SHOOT.
- * Don't collect carrots if your energy is full; remember where they are should you need them later.
- * Conserve ammunition!
- * When in doubt, SHOOT.
- * Look for secret areas! There are tons of them in every level.
- * The faster Jazz runs, the higher Jazz jumps. When his feet are blurry he is going fast and can jump very high. Use this to find hidden stuff!
- * Collect as many "Rapid Fire" guns as you can. If you collect 10 or more, Jazz will have immense firepower!
- * If you find an AirBoard then be sure to backtrack through the parts of the level you have already seen; you may be able to reach hidden areas with it!
- * Did we mention SHOOT?

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Controlling the Bunny
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Keyboard controls:

- <ALT> Jump.
- <SPACE> Shoot. Read on for a list of Jazz's weapons.
- <LEFT> & <RIGHT> Run.
- <UP> Jazz looks up.
- <DOWN> Jazz ducks and looks down. HINT: Jazz can shoot smaller enemies by ducking!
- <CTRL> Cycle through Jazz's arsenal. You can see what weapon Jazz is using by looking on the STATUS BAR at the bottom of the screen. Jazz can only use special weapons if he has collected ammunition for them. See "WEAPONS" for more information.
- <ESC> Puts you in a menu of useful options.
- <T> Slow-Motion. For those who cannot handle Jazz's incredible speed, the game plays at half-speed. Hey, we don't blame you. Some people get dizzy while playing Jazz because it's so fast.
- <P> Pause. Pauses the action. But why would you want to stop playing?

Joystick controls:

<Button 1> Jazz Jumps.

<Button 2> Jazz Shoots.

<Button 2 + UP> Cycle weapons.

<LEFT> & <RIGHT> See Jazz Run. Run, Jazz, Run!

<UP> Jazz looks up.

<DOWN> Jazz ducks and looks down.

If you have a Gravis PC Gamepad or another 4-button joystick, use
<Button 3> to cycle weapons.

=====
The Status Panel -- Keep yourself informed!
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This shows vital statistics during gameplay. In other words, it might help to sometimes look down here. Some of this information is:

Health: Jazz's energy and life force. Every time Jazz is hit by a bad guy he will lose some health. When Jazz runs out of health he will lose a life. You can get extra health by collecting carrots. Yum!

Jazz: How many tries you have before your game is over. Every time you lose all of your health he will lose a life. You can get an extra life by collecting 1-UPS (a floating picture of Jazz's big green head) or by clearing a 3D bonus stage. (See BONUS STAGES!)

Score: This shows how well you are doing. Jazz earns points by destroying baddies and scenery and collecting treasure. He can also earn points by completing a level with plenty of time remaining.

Time: How long Jazz has to complete the area he is currently in. Run out of time and you will lose one JAZZ. Jazz can earn extra time by collecting hourglasses. Hurry up!

Weapon Picture: This shows the current weapon Jazz is firing. Jazz can change weapons by pressing ALT or FIRE + UP on Joysticks. Weapon ammunition is scattered *everywhere* in the game. See "WEAPONS" for more information.

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JAZZ'S ARSENAL - BIG WEAPONS FOR A BIG GUN
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Jazz has four basic weapons available to him plus several special weapons. Jazz's LFG-2000 Blaster is already equipped to fire most kinds of conventional fire-power. But, he needs ammunition to fuel these special weapons.

Ammunition comes in quantities of 2 or 15. Find an orb for 2 shots, or shoot a Weapon Container with an orb inside it for 15 shots.

Remember, Jazz can change weapons (if he has ammunition) by pressing ALT or FIRE + UP on the joystick.

Some of the weapons Jazz can kick butt with are:

Blaster: The basic, wimpy weapon. Jazz has unlimited ammunition of this

tiny bullet. Find some better ammunition FAST or Jazz will be a goner!

Toaster: Find RED ORBS to fuel the red-hot TOASTER! The Toaster flies in a horizontal path and is much larger and quicker than the Blaster.

RF Missile: Find GREEN ORBS to fuel the super-fast RF MISSILE! The RF Missile fires TWO shots at once in a "V" path. Great all-purpose shot for hitting foes above and below.

Launcher: Find BLUE ORBS to fuel the crazy LAUNCHER! The BBT Launcher is made up of a TOP SECRET new substance similar to plastic explosives. However, instead of plastic explosive, the LAUNCHER is made of a RUBBER EXPLOSIVE! It bounces along a horizontal path until it comes to a slope and will destroy all in its way.

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SPECIAL WEAPONS FOR SPECIAL OCCASIONS

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If Jazz searches carefully enough he will locate Special Weapons. Some of these weapons are:

TNT (Episodes 2-6 only): Perhaps the most powerful weapon in Jazz's arsenal. Collect floating charges to stock up on it. A very rare item hidden in several planets, it will eradicate all enemies within range in a brilliant flash of light!

Rapid Fire: Collect floating guns to give Jazz's weapon RAPID FIRE! Hold down the fire button to spew forth a torrent of Jazz's current weapon. The more RAPID FIRES that Jazz finds, the faster he will automatically shoot!

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POWER-UPS AND OTHER GROOVY GOODIES

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Jazz can find a multitude of power-ups to aid in his mission. Some of these power-ups include:

JUMP AROUND: Collect red spring-shoes to increase Jazz's jumping abilities. The more you find, the higher he leaps!

HIP HOPS: The turtles have a particular taste for bird so they have captured these rare half-pheasant/half-eagles for supper. If Jazz frees one of them by shooting its cage, the bird will be Jazz's companion until Jazz is hit by a baddie. HIP HOPS will fire at will, destroying all who attempt to harm their savior Jazz!

FAST FEET: Shoot one of these icons and Jazz will have super speed for 20 seconds! Run as far and as fast as you can when you find FAST FEET!

FALLEN STARS: Collect a fallen star and Jazz will be invulnerable to all attacks for 15 seconds.

GIANT GEM: Find a GIANT GEM and jazz will be transported to the bonus stage when he clears the level! See BONUS STAGE for more info.

AIRBOARD: Find the AirBoard and Jazz will jump on it. He can now fly anywhere he chooses! Yeahoo!

SHIELD: Shoot the Shield icon and Jazz will be protected by rotating gems for one hit.

FIRESHIELD: Shoot this and Jazz will be protected by the fire gems, which protect Jazz from four hits.

1UP: Find one of these and you'll be awarded an extra life! They are very rare and look like a floating bunny head.

CARROT: Find a Carrot to replenish Jazz's lost health.

HOURGLASS: Gives you some extra time to secure the area you're in. You'll need these if you're playing on HARD or TURBO, where there's a time-limit!

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NATURAL HAZARDS AND "THINGS THAT MAKE YOU GO BOUNCE!"
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Beware of Spikes, Cacti, and anything else that looks sharp.

If Jazz finds a sign post with a check mark on it, shoot it! Jazz will return to this spot if he later runs out of energy.

Springs are everywhere, so use them to your advantage to reach higher ground.

There are BIG magnets on certain levels! Use them to your advantage.

Certain floors are "One-Way"; Jazz can jump through them but cannot fall through them. Beware of traps with these floors!

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BONUS STAGES
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If Jazz is lucky enough to find an oversized red gem, he will be transported to the 3D BONUS STAGE when he clears the level! Here, Jazz must find Power Gems that Devan has stashed. If Jazz finds enough Power Gems, he'll earn an extra life!

Keyboard Controls:

<ALT> Jump.

<SPACE> Roll. Jazz will curl up into a ball and zoom along the landscape. HINT: Be careful when using this! Jazz may gain speed, but he also loses some control!

<UP> Jazz runs forward.

<LEFT> Jazz turns and runs towards the left.

<RIGHT> Jazz turns and runs right.

<F1> Adjust the "detail level" of the bonus stage. If Jazz is running slowly, press this to speed it up. The game will run much faster, and you'll only lose a little bit of graphical detail

Watch out for:

EXIT SIGNS: These will kick Jazz right out of the bonus stage, regardless of his time remaining! Avoid at all costs!

HOURGLASSES: These will extend your time in the bonus stage a bit.

BLUE GEMS: Treasure that Devan has hidden in these strange 3D landscapes. Grab as many as you can!

BOUNCEPADS: Reverse gravity spots on the playfield that will send Jazz flying into the air.

SPINMEISTERS: Step on one of these and Jazz will be turned around and around!

WATER and GOOP: These slow Jazz down, so avoid them!

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EPISODES -- THE SAGA CONTINUES!
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Episode 1: TURTLE TERROR!

In this Episode, Jazz begins his war on the malicious turtles. The planets he must conquer are:

DIAMONDUS -- A beautiful grassland planet with a healthy atmosphere and plenty of goodies. However, the turtles know this also and are pillaging the land as we speak! Beware of bees and look for secret passages by shooting walls! Can you find the hidden Birdland in level 2?

TUBELECTRIC -- This planet is full of electronic mayhem. Once a giant munitions factory, it was abandoned after a freak accident involving one of the nuclear reactors. Jump in the Transport Tubes to move to different areas.

MEDIVO -- The atmosphere of this ghostly planet is incredibly thick; so thick that it is constantly raining on the surface. The planet is covered with enormous marble ruins which hold many secrets. Look out for spikes and ghost swords.

Episode 2: BALLISTIC BUNNY

After securing the first three planets, Jazz's skills have improved greatly. He quickly discovers a highly advanced area of the galaxy where Devan is building a battleship to destroy Jazz's home planet. Jazz must destroy everything he sees.

Jazz will go ballistic on:

LETNI -- This is Devan's ENORMOUS supercomputer designed for building battleships, destroyers, and figuring out where to get lunch on a rainy Tuesday afternoon. Beware of magnets and "bugs" in the system.

TECHNOIR -- Bathed in a choking red atmosphere, this planet has NO plant life upon it. In fact, the turtles are the only organic creatures here. They have secured their areas with tanks, missiles, and floating mines. Be very careful, it's a war zone out there!

ORBITUS -- Because of the odd structure of this planet, the turtles have had difficulty inhabiting most of it. It is an elaborate structure of pipes, anti-gravity floors and bounce-walls. Jazz will bounce around most of the time he's visiting Orbitus.

Episode 3: RABBIT'S REVENGE

Jazz receives a fax from Princess Eva in her cell: "JAZZ: LUCKY I BROUGHT MY PORTA-FAX WITH ME, HUH? DEVAN IS REGROUPING TO 1320,23 IN SECTOR X! YOU'D BETTER GET HERE RIGHT AWAY!"

Jazz discovers the location of Devan's destroyers! Hurry, before Carrotus becomes space dust!

FANOLINT -- Beneath the harsh surface of this wasteland is a thriving arbitorium in which the turtles are breeding Flowers of Death to feed their soldiers! Destroy them all, but watch out for Super-Tanks and plant life.

SCRAPARAP -- This is the junkyard of the universe. Here, the turtles are stealing metal and parts for their battleships with robotic droids. Destroy everything that moves, beware of the electro-magnets, and you might survive to find...

DEVAN'S MEGAIRBASE -- Oh no! Devan has built an airbase! Jazz *might* have a chance at destroying the two areas if he avoids the tanks, missiles, and super sparks!

Episode 4: GENE MACHINE

Jazz blew up the base, but Devan escaped with the princess in his tiny ship, leaving Jazz to crash in an unknown location... Shipless, Jazz soon discovers that the turtles are cloning themselves with the SUPERCOPY 2000 Mean-Gene-Machine! And they've chosen a galaxy that's virtually untouched by modern technology as a breeding area. Looks like Jazz must put a stop to this!

TURTEMPLE -- The secret Temple of the Turtle! What luck! Now Jazz can cause some *real* trouble for Devan and his minions. Trash it, but beware of scorpions and cacti!

NIPPIUS -- After ruining the Temple of the Turtle and stealing a Turtle Spacecraft, Jazz hops to the next planet- a *freezing* ball of ice infested with penguins and (you guessed it) Snow Turtles! Careful not to slip and slide into danger.

JUNGROCK -- These temperature changes are going to give Jazz pneumonia! Now he is stuck on a steamy jungle planet, complete with enormous insects and serpents. As Jazz touches down on this planet he hears a shrill cry come from the end of the second area... Whatever it is, it sounds mean!

Episode 5: The Chase is On!

Jazz has Devan against the ropes. Strike first, strike fast, strike hard!

MARBELARA -- This is the secret playground of Devan's elite SchwarzenGuards, a perfect place for them to play phaser-tag! Just make sure that you're not "it!"

SLUGION -- The mazes within this planet house untold treasures... Guarded by Slugs and Dragoons!

DREEMPIPES -- This is the fuel refinery for Devan's destroyers! The entire planet is covered with purple goo and Jazz must swim through it in order to destroy Devan's handiwork. Shoot the switches to raise and lower the water level!

Episode 6: The Final Clash

At last, Devan's warships loom in the distance! Can Jazz hop, skip, and jump past two planets on the way?

PEZROX -- Enormous concrete blocks form impregnable mazes that Jazz must

navigate while dodging lethal spiked balls. As the sun sets in the distance, Jazz can almost smell victory... Or is that Devan's feet?

CRYNILIS -- Once a barren wasteland, now a shimmering gem in the night sky. Crysilis is Devan's depository for all of his (stolen) treasures... Time to raid it!

TWIN MEGA BATTLESHIPS -- The turtles have built their crafts of destruction! A pair of ENORMOUS battleships loom in the distance, armed to the teeth and ready to fight! Jazz must pilot his AirBoard, find a way into each ship, and destroy the central CPUs. Beware of Hyper-Bees, Generators, and Armor-Doofi!

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BESTIARY -- UGLY THINGS WILL CHASE YOU IN THIS GAME. WE WARNED YOU!
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Episode 1: TURTLE TERROR!

<Diamondus>

Turtle Goons: The first line of defense in Devan's lackeys. Not too smart, they will aimlessly search for Jazz.

Turtlettes: Tiny turtles that pose no immediate threat to Jazz. They wander around looking for something to eat. Blast 'em anyways!

BumblingBees: Oversized bees that have enormous eyes for finding Jazz and sharp stingers for when they do locate him! Ouch!

<Tubelectric>

Spark: Similar to the famous "Will-o-the-wisps" but a lot faster and a lot meaner. Don't turn your back on them for a second!

Floor and Ceiling Blasters: Defense turrets that Devan had set up as your welcome wagon. You can stand on top of these guns, but you must avoid their shots!

Spark-Barriers: Huge electric walls. Jazz must blast 'em before he proceeds.

<Medivo>

Helmuts: Turtles who lost their shells in battle, they've replaced the shells with giant helmets. They hop around looking for trouble.

Ghost Rapiers: There are two types of these fierce sword-shaped baddies. The first Ghost Rapier flies straight at you, the second floats around seeking rabbit flesh.

Episode 2: BALLISTIC BUNNY

<Letni>

Bugs: There are two types of bugs on Letni, the floor bugs and ceiling bugs. Mindless slaves of the enormous PC they're in, they will attack whatever approaches.

Elec-Barriers: A smaller, more dangerous version of the Spark-Barriers. They take more hits, also!

<Technoir>

TanketyTankTanks: These tanks are out of control! Devan's private tank guards are waiting for something to blast with their pineapple guns, and it might be YOU!

Misfires: Teenage turtles decided to play a prank by jumping on missiles before they were fired. Unfortunately, they are now petrified by fear and will not jump off of their missiles!

MiniMines: Flying mine traps set by Devan just for you. They take a lot of shots, so start firing as soon as you see one!

<Orbitus>

Beholders: These strange creatures come in two varieties: Purple and Silver. They are natural inhabitants of this planet and are unassociated with Devan Shell; and they will try to kill anything they see. And they see everything -- including you!

SilverSnakes: It will take a full barrage of weaponry to take one of these toughies out for good. Beware!

Episode 3: RABBIT'S REVENGE!

<Fanolint>

Potted Plants: These prancing flowers dance the dance of death. They will fire in both directions, making them a fierce enemy! However, they are stuck in their pots and cannot come chasing after Jazz. Unlike...

FlyFlowers: These CRAZED flowers have lost their stems! They are LIGHTNING fast and will cut down anything that gets in their way. Time to wack some weeds.

SuperTanketys: The TanketyTankTanks have been refined and are faster than ever. Look out!

<Scraparap>

Robo-Turtle Drones: Tiny robotic turtles who move incredibly fast. They have the latest in Rabbit-Seeking technology, so they'll swarm you like a pack of hungry dogs!

GunnerDrones: Devan put these guns here to defend the resources that he intends on stealing. They fire incredibly fast bullets and will quickly take Jazz out if he's not careful.

LaunchCarts: Touching these rovers will do no harm, however getting past them is another story! They will spout out bullets at Jazz relentlessly, so move quickly!

<Devan's Megairbase>

Missiles: Large, rotund, fast, and highly explosive things will be flying at you every second. Don't get hit.

DoofusGuards: Need we say more?

SuperSparks: Remember the sparks? Devan liked the job they did, so he enlisted their evil cousins! These guys are FIERCE and will stop at nothing to zap Jazz's furry butt! Keep moving and you MIGHT survive!

Episode 4: GENE MACHINE

<TurTemple>

JeTurtles: Jetpack-outfitted turtles will attempt to blast Jazz with their pea-shooters. They're quick!

ScorpWeenies: Ticked off mutant scorpions. Dangerous.

Boulderrolls: These boulders don't harm Jazz, they just trip him up a bit.

They can be used to Jazz's advantage when crossing dangerous areas!

<Nippius>

SkiTurtles: Jet-Skiing turtles of death are screaming towards you! Move fast, or you won't last long.

SkatePens: Someone taught these stupid Penguins how to skate. Now they work for Devan. Beware!

SnoGoons: Mutant snowmen that are looking for lunch. Their enormous mouths are just large enough to eat...a rabbit!

<JungRock>

JetSnakes: Serpents that are outfitted with turbo speed. They are tough to view in the lush jungle floor, so keep a sharp eye out for them.

YellowBuzzers: Ugly. Mutant. Fly.

RedBuzzers: Uglier. More Mutated. Flies faster. Need we say more?

Episode 5: THE CHASE IS ON!

<Marbelara>

Schwarzengaurds: Devan's meanest and dumbest guards will shoot each other if they don't get you first!

Drageens: Flying dragons that take many hits to destroy.

Firebombs: Flaming bits of debris zoom up to singe Jazz!

<Slugion>

RedBats: These tiny bats are made up of wings and eyes. Nothing else!

Sluggi: Spotted slugs that will ooze their way towards Jazz with *bad* intentions.

Dragoons: Little brothers of the drageens; they're smaller and slower, but they take several more shots. Look out!

<Dreempipes>

Terrapin-Swimmers: These turtles are at rest on land, but when the water level rises, watch your back: they wake up!

Mines: There are two kinds of mines: OVERGROWNS and MINITES. The overgrows will bounce around looking for something to pierce, and the Minites will follow their big brother's patterns.

Episode 6: THE FINAL CLASH!

<Pez-Rox>

Clammys: Jet powered land and air clams that are looking for someone to bite.

GreenSnakes: Their razor sharp fangs are aching to chomp some rabbit-butt!

<Crysilis>

LooGuards: These are Devan's personal loogie-hocking guards! They will fly around on their AirBoards looking for Jazz. Let's not give them a target.

GoldenBounceSpikes: Similar to the Bounce Spikes, these guys will float and bounce instead of land on the ground looking for Jazz. Tough as nails and

twice as sharp.

<Twin Mega Battleships>

BounceSpikes: These used to be friendly balls that young bunnies would play with. Now, Devan has outfitted them with spikes and they're intent on bouncing their way to Jazz!

Generators: Flaming-bullet spouting machines from hell adorn the walls of Devan's ships. Approach with caution.

Super-Bees: Remember all of those bees that you blew up in Diamondus? They're back, and they're mad! Devan has outfitted them with guns and turbo-butts, so they can attack twice as well!

Armor-Doofi: Dumb, tough, and sword swinging armordillos guard the ships. Save your ammo for these baddies!

CPU MONITORS: The driving PC on each battleship, it will start firing at Jazz the second it "sees" him. They take quite a few shots, but Jazz has to destroy them in order to destroy the battleships!

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CHARACTER PROFILES -- WHO'S WHO
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Jazz Jackrabbit:

Height: 3'1"

Weight: 90 lbs.

Favorite Food: Carrot Pizza

Favorite Book: Watership Down

Motto: "When you're a little rabbit, carry a BIG gun!"

Devan Shell:

Height: 2'4"

Weight: 163 lbs.

Favorite Food: Asparagus

Favorite Book: How to Make Friends and Kill Rabbits

Motto: "Rabbits are lousy!"

Eva Earlong:

Height: 3'9"

Weight: Won't tell

Favorite Food: Turnip Ice Cream

Favorite Book: My Secret Carrot Garden

Motto: "Take your time, Jazz."

Arjan Brussee, programmer of Jazz:

Height: 5'11"

Weight: 150 lbs.

Favorite Food: Any Pizza and Beer

Favorite Book: Neuromancer

Motto: "Owww...What a headache. I hate hangovers."

Cliff Bleszinski, designer of Jazz:

Height: 5'10"

Weight: 135 lbs.

Favorite Food: McDonald's

Favorite Book: Games and how to make them. (By him, coming soon!)

Motto: "Wake me at 4 PM, will you?"

Nick Stadler, Jazz animator:

Height: 5'11"

Weight: One Hundred and something
Favorite Food: Anything in a cardboard container
Favorite Book: Mrs. Frisby and the Rats of NIMH
Motto: "What?"

Robert Allen, musician:
Height: 6'2"
Weight: 165 lbs.
Favorite Food: If it's processed, he'll eat it.
Favorite Book: None. Prefers music to reading.
Motto: "Well, it HAS to be! No one likes my music!"

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Buy More Jazz!
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By the way, did me mention that there are a total of SIX Jazz Jackrabbit episodes? If you don't have them all, please consider purchasing them! In the USA and Canada, call us at 1-800-972-7434. Or, see the "Order Info" in the game for more details.

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CREDITS -- PEOPLE WHO HAVE NO LIFE BECAUSE THEY WORKED SO HARD ON THIS GAME!
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Programming/Game Engine: Arjan Brussee
Central Design and Graphics: Cliff Bleszinski
Character Design & Animation: Nick Stadler
Music: Robert A. Allen
Cybersound Music System: Joshua Jensen
Sound Effects: Nando Eweg

Additional Artwork: Joe Hitchens, Tomisa Starr & James Schmalz
Additional Design: Robert Allen & Arjan Brussee
Producers: Tim Sweeney & Mark Rein

Special thanks to the Epic Beta Testers and to our Families.

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