INTRODUCTION:

Computerware® is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and BASIC Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support... One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. NOT TRUE!!

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware®

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COMPUTERWARE Presents:
Junior's Revenge!

After saving his girlfriend from the clutches of a huge gorilla,
Luigi captured the gorilla and put him in a cage. In this game, you
play Junior.   The gorilla is your dad and you must save him. This
would be a simple task except for the trained animals Luigi has sent
to stop you.   You have the ability to climb up and down vines and
chains, and to jump over obstacles.   You control the direction of
movement with the right joystick and jump by pressing the joystick
button. The game is loaded from tape with the CLOADM command and from
disk by typing LOADM"JUNIOR. When loaded, the game will automatically
start. To play a practice game, move the joystick to the left and
press the button. A real game is started by moving the joystick right
and pressing the button. In a practice game, you can only get killed
by falling and your score is NOT kept in the top five.

SCREEN #1 #3 and #6 - The Vine Screen

In this screen, you must climb to the top left corner of the screen
and get the key from Luigi. Be sure to avoid the Vinegators which
will hurt Junior.   Points may be gained by grabbing fruit along the
way. For extra points, make the fruit drop on one of the Vinegators.

SCREEN #2 #5 and #8 - The Chain Screen

You must climb up the chains and push the keys into place.   Once all
the keys are in their locks, the cage will open and your dad is free
(for now). In this level, you have to watch out for the Vinegators
and the ZuZu birds which will peck Junior until he falls off the
chains. After you complete this screen the third time, you start again
on screen #1.

SCREEN #4 - The Trampoline Screen

This screen introduces the trampoline and moving platforms. Your best
bet is to jump on the trampoline and hold the jump button down to get
a super-jump and grab one of the moving chains or land on the moving
platform.

SCREEN #7 - Luigi's Hideout

All you need to do here is climb up to each conveyor belt and walk
across it. Be careful! There are sparks all around you that can hurt
Junior. When you get to the top, grab the key from Luigi and set your
dad free!

SCORING

Action	Score
Jumping over an opponent	200 Points
Pushing a key into it's lock	200 Points
Picking a fruit	400 Points
Falling fruit hits opponent	800 Points
Finishing a screen	Bonus timer added to score.
Every 10,000 points	Additional Junior awarded.