

## The Return of Junior's Revenge

### 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: The Return of Junior's Revenge!

This new version of Junior's Revenge uses the Color Computer III's high resolution graphics mode to display sixteen colors in 320 by 192 resolution. A great game is now even better!

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 disk by typing LOADM"RETURN". When loaded, the game will automatically begin. 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.

### SCREENS #1, #3, and #6 - the vine screens

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.

### SCREENS #2, #5, and #8 - the chain screens

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 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 us 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 an opponent         | 200 Points                |
| Pushing a key into its lock | 200 Points                |
| Picking a piece of fruit    | 400 Points                |
| Falling fruit hits opponent | 800 Points                |
| Finishing a screen          | Bonus timer Points        |
| Every 10,000 points         | Additional Junior awarded |