Created by Epic MegaGames

JAZZ JACKRABBIT 2™



Superhero's Handbook

EVERYONE
E
CONTENT RATED BY ESRB

GATHERING OF DEVELOPERS

If you have any questions about *Jazz Jackrabbit 2*, please contact the Gathering of Developers' technical support department at:



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WORLD WIDE WEB

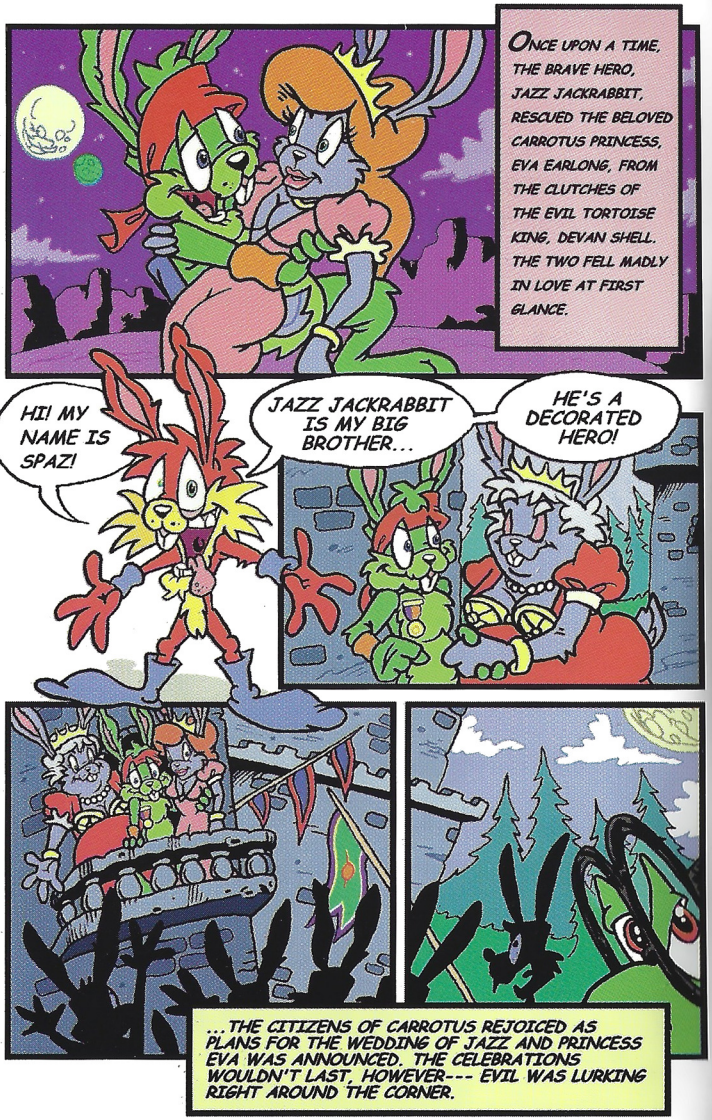
www.godgames.com/jazz2

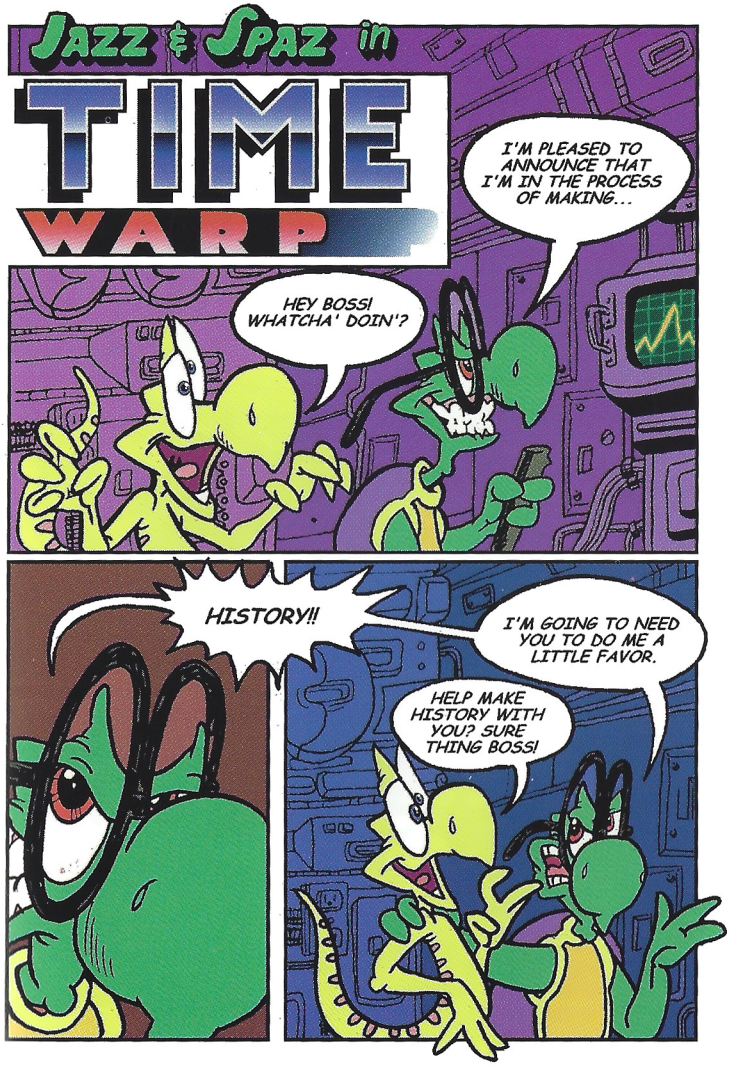
Please read carefully the Limited Software Warranty and License Agreement information, which is found on the inside back cover of this user manual. By installing Jazz Jackrabbit 2 on your computer, you will be agreeing to the conditions as outlined in the Warranty and License Agreement.


JAZZ JACKRABBIT 2
TM


EPIC
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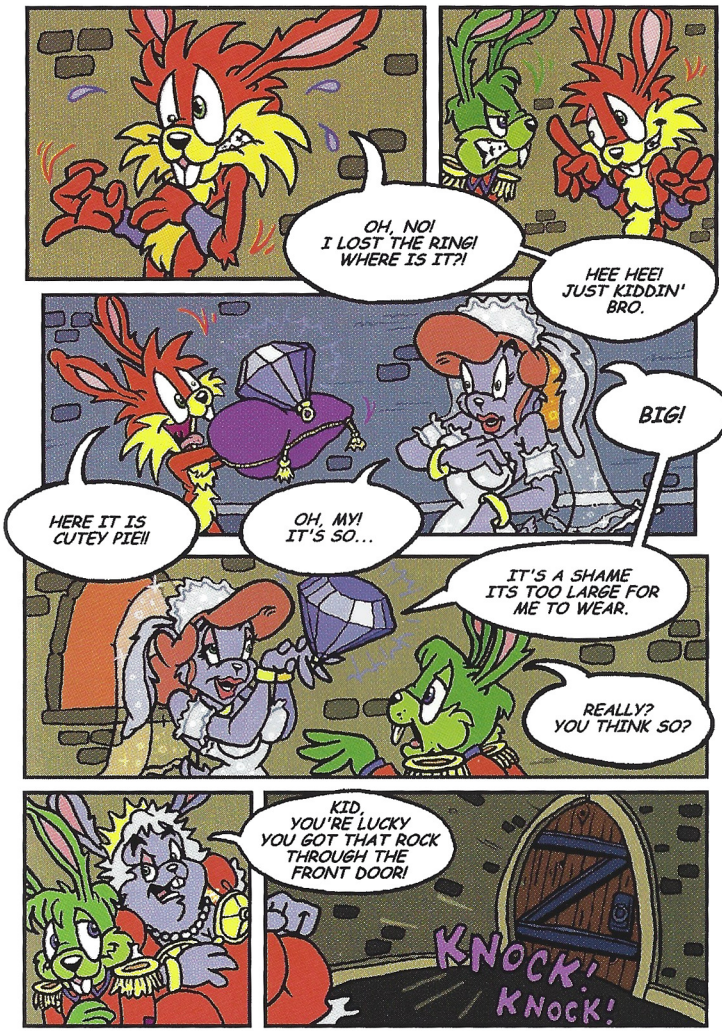

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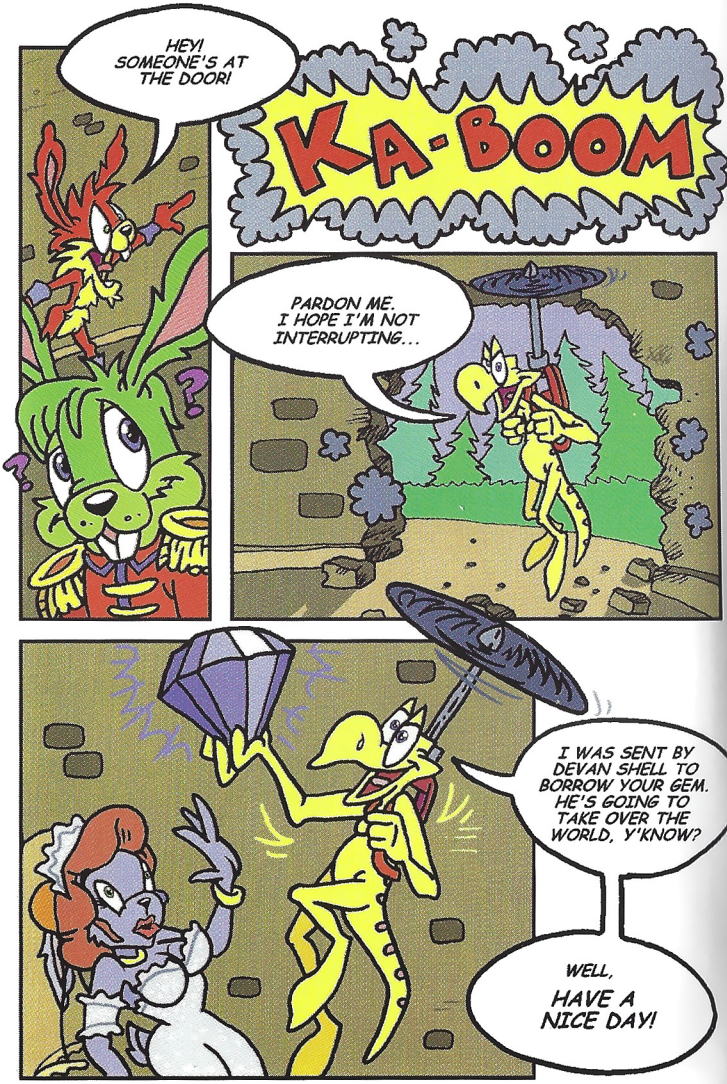

ONCE UPON A TIME, THE BRAVE HERO, JAZZ JACKRABBIT, RESCUED THE BELOVED CARROTUS PRINCESS, EVA EARLONG, FROM THE CLUTCHES OF THE EVIL TORTOISE KING, DEVAN SHELL. THE TWO FELL MADLY IN LOVE AT FIRST GLANCE.
HI! MY NAME IS SPAZ!
JAZZ JACKRABBIT IS MY BIG BROTHER...
HE'S A DECORATED HERO!
...THE CITIZENS OF CARROTUS REJOICED AS PLANS FOR THE WEDDING OF JAZZ AND PRINCESS EVA WAS ANNOUNCED. THE CELEBRATIONS WOULDN'T LAST, HOWEVER--- EVIL WAS LURKING RIGHT AROUND THE CORNER.

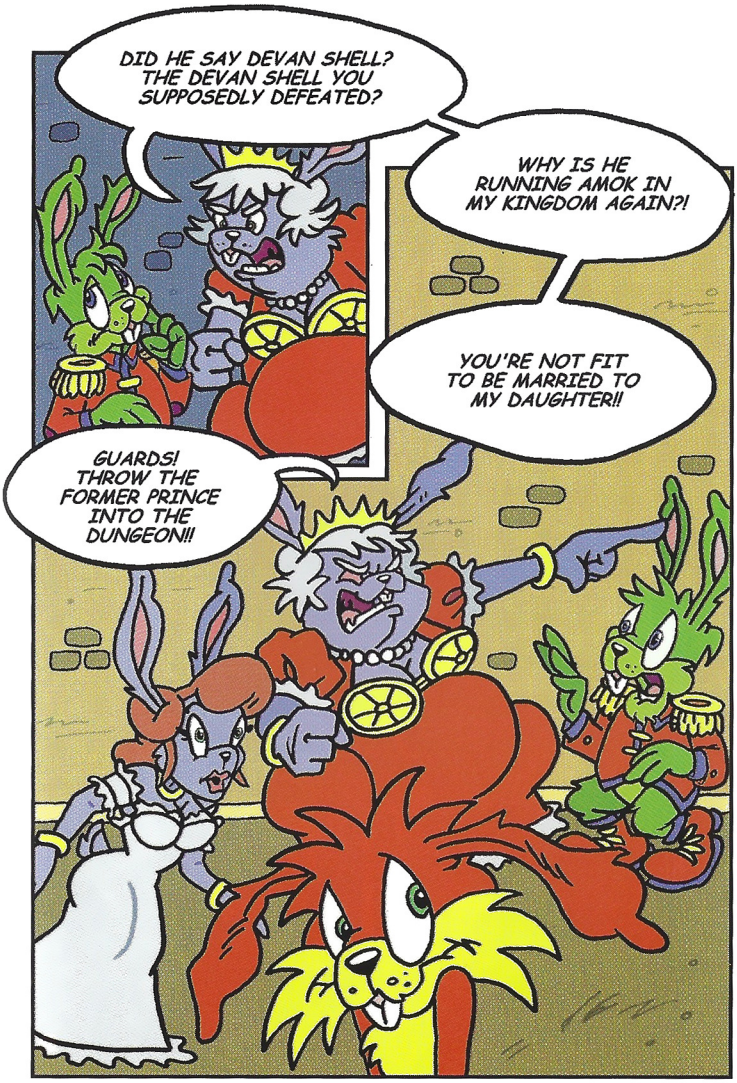


JAZZ JACKRABBIT 2™

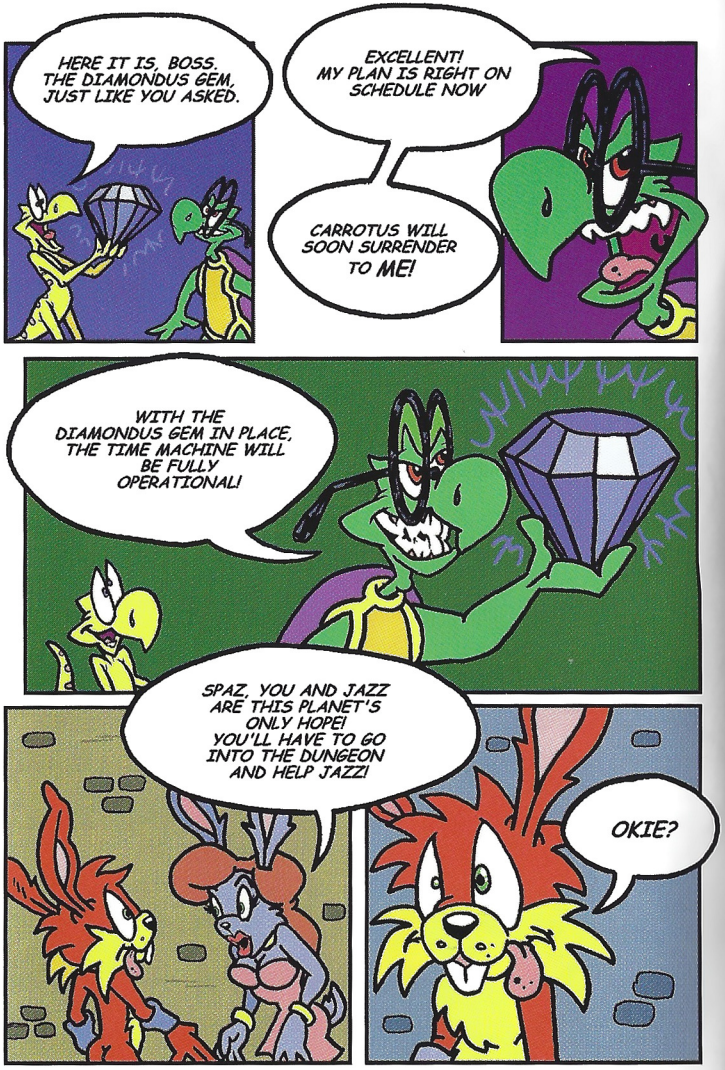

DO YOU, EVA EARLONG, TAKE JAZZ JACKRABBIT TO BE YOUR LAWFULLY WEDDED HUSBAND?
I DO.
(SOB) IT'S ALL JUST SO BEAUTIFUL!! (SOB)
AND YOU BETCHA I'LL TAKE HER, PADRE! I DO! I DO! I DO!
AHEM... WELL THEN! I GUESS ALL THERE'S LEFT FOR ME...
...IS TO SAY THAT YOU MAY NOW...
...KISS THE BRIDE?!

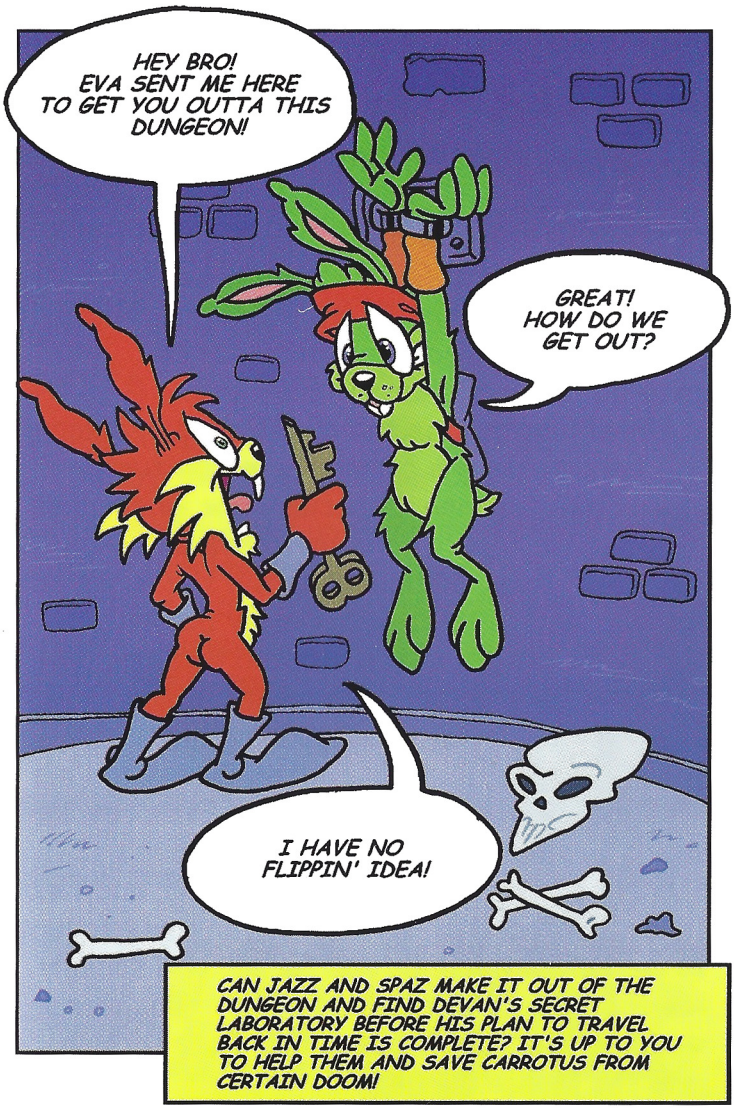

OH, NO! I LOST THE RING! WHERE IS IT?!
HEE HEE! JUST KIDDIN' BRO.
BIG!
HERE IT IS CUTEY PIE!!
OH, MY! IT'S SO...
IT'S A SHAME ITS TOO LARGE FOR ME TO WEAR.
REALLY? YOU THINK SO?
KID, YOU'RE LUCKY YOU GOT THAT ROCK THROUGH THE FRONT DOOR!
KNOCK! KNOCK!


HEY! SOMEONE'S AT THE DOOR!
KA-BOOM
PARDON ME. I HOPE I'M NOT INTERRUPTING...
I WAS SENT BY DEVAN SHELL TO BORROW YOUR GEM. HE'S GOING TO TAKE OVER THE WORLD, Y'KNOW?
WELL, HAVE A NICE DAY!



JAZZ JACKRABBIT 2™


HERE IT IS, BOSS. THE DIAMONDUS GEM, JUST LIKE YOU ASKED.
EXCELLENT! MY PLAN IS RIGHT ON SCHEDULE NOW
CARROTUS WILL SOON SURRENDER TO ME!
WITH THE DIAMONDUS GEM IN PLACE, THE TIME MACHINE WILL BE FULLY OPERATIONAL!
SPAZ, YOU AND JAZZ ARE THIS PLANET'S ONLY HOPE! YOU'LL HAVE TO GO INTO THE DUNGEON AND HELP JAZZ!
OKIE?



JAZZ JACKRABBIT 2™

THE CONTINUING ADVENTURES OF JAZZ JACKRABBIT™

When we last left our hero, Jazz had rescued Princess Eva Earlong from the clutches of the dastardly Devan Shell, foiling the maniacal turtle's plan to take control of the planet Carrotus. In gratitude, the rabbit king and queen made Jazz a prince and granted him Eva's hand in marriage.

Unfortunately, as the cliché goes, it's darn hard to keep a criminally insane turtle down for long. Especially one who makes sure to always have a backup diabolical plot in the wings in case his primary diabolical plot is thwarted by some do-gooder superhero.

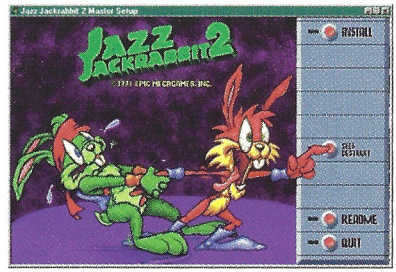


With an appalling disregard for wedding etiquette, Devan and his goons crashed Jazz and Eva's royal wedding reception, swiped Eva's 12-carrot diamond wedding ring, and fled. Enraged at her new son-in-law's failure to defeat Devan once and for all, and socially humiliated by the trashing of her daughter's wedding, the rabbit queen had Jazz thrown into the palace dungeon.

Now, having used the diamond from Eva's ring to complete his top-secret time machine, Devan is racing back in time to rewrite a more turtletically correct version of history—one without rabbits! It's up to Jazz, along with his spaced-out little brother, Spaz, to escape from the palace dungeon, catch up to Devan and stop him before he turns history on its ear.

INSTALLATION

1. Quit all other applications and insert the *Jazz Jackrabbit 2* CD into your CD-ROM drive.
2. If you have set up Windows® 95 to use its CD AutoPlay feature, *Jazz Jackrabbit 2* will automatically display its **Master Setup Menu** on your screen. If AutoPlay is disabled, you will need to start the installation **Launcher** manually. To do this: double-click the **My Computer** icon, then double-click the **CD-ROM** icon in the window that opens. Double-click the **Autorun.exe** file to activate the **Launcher**.



The **Master Setup Menu** has these options:

- **Install:** Installs *Jazz Jackrabbit 2* on your computer.
- **Readme:** Displays the readme.txt file that contains last-minute notes, troubleshooting information, and any other information we were too scatter-brained to include in this manual.
- **Self Destruct:** Don't touch this button!
- **Quit:** Closes the **Master Setup Menu**.

Note: At any time, after you have installed *Jazz 2* to your hard drive, you can re-launch the **Master Setup Menu**, with the added options of **Play**, **Reinstall** and **Uninstall**, by double-clicking on your **CD-ROM** icon when the *Jazz 2* CD is in your CD tray.

3. Click the **Install** button to start the installation process. Follow the on-screen instructions to install *Jazz 2* to your hard drive.
4. The *Jazz 2* installation program will automatically check to see if DirectX 5, or higher, is present on your computer.

DirectX 5 is necessary to run Jazz 2. If you have not already installed DirectX 5 on your computer, the *Jazz 2* installation program will offer to install it for you and guide you through the installation process. If you have an older version of DirectX installed, you will be prompted to upgrade to DirectX 5.

Note: It is strongly recommended that you install DirectX 5 on your computer to play *Jazz Jackrabbit 2*. We cannot offer technical support to people who are using outdated drivers.

5. You are now ready to play *Jazz Jackrabbit 2!*

MENU NAVIGATION

Use your keyboard to move through, select and change the options in the various on-screen menus in *Jazz 2*. Use the **up and down arrow** keys to move from option to option and use the **Enter** key to select an option. If an option has multiple choices, after selecting the option, use the **right and left arrow** keys to cycle through the choices. Hit the **Esc** key at any time to back out of an option or menu.

GAME OBJECTIVES

Single Player

Your primary goal in *Jazz Jackrabbit 2* is to find Devan Shell and thwart his plan to rewrite history. To do this, you will need to overcome a gaggle of baddies, obstacles and puzzles that stand in your way throughout each level of the game.



Fortunately, each level is also chock full of weapons, ammo, gems, power-ups and other goodies to help you in your quest. Just remember to explore everywhere and investigate, blast, stomp, push or kick everything (hey, you may be in a race against time to save your planet, but that doesn't mean you can't have a little fun along the way does it?).

Always be on the lookout for secrets—they are everywhere! Secret areas usually contain extra gems, coins or special weapons. Some secret areas involve solving puzzles. There are ways to get to every area and power-up you can see (and some you can't). The shortest distance between two points may be a straight line, but it is rarely the most fun or rewarding way to go.

To complete a level and move on to the next, you have to reach the level's exit zone (marked by an exit sign). On some levels you will have to defeat a Boss (that's a particularly bad baddie) who blocks your path to the exit.



Party Mode (multiplayer)

The *Jazz 2* Party Mode features five wild modes of multiplayer gaming, including *Cooperative, Treasure Hunt, Battle, Capture the Flag* and *Race*. For details on Jazzing up your social life with these games, hop on over to the Party Mode section of this manual on page 34.

RUNNING THE GAME

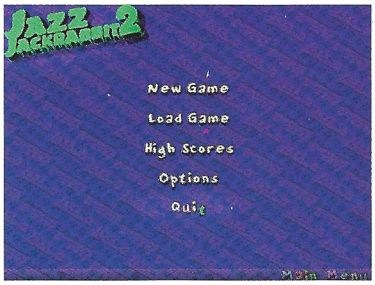
To run *Jazz Jackrabbit 2*, double click on the ***Jazz 2*** icon on your desktop or in your start menu. Hit the **Enter** key when you see the **Intro Screen** to bring up the **Main Menu**.

Main Menu

From the **Main Menu**, you can choose:

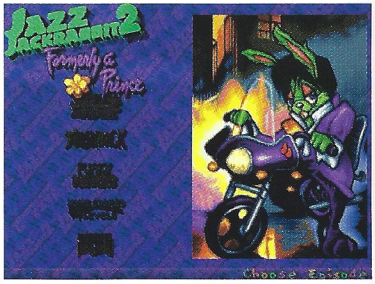
- **New Game**: Start a single-player or Party Mode game from scratch.
- **Load Game**: Load a previously saved game.

- **High Scores**: Take a look at the best *Jazz 2* scores achieved so far.
- **Options**: Configure your controls, sound and video, and choose a language option. See the **Setup Screen** section on page 10 for details.
- **Quit**: Why would you ever want to do something like that?



Start a New Game

1. Click **New Game** on the **Main Menu**.
2. Choose **Single Player** (see the Party Mode section on page 42 for details on multiplayer gaming).
3. Choose an episode. You can choose from any of the four standard episodes, your own "home cooked" episodes, or the



shareware demo episodes. You will not be allowed to play any standard episode, other than the first ("Formerly a Prince"), until you have completed the episode that precedes it. Once you have finished an episode, you can play it again any time you start a **New Game**.

4. Choose a character. You can choose to play as either **Jazz** or **Spaz**. Each character has his own unique abilities and advantages (see the **Special Moves** section on page 19 for details). Once you have chosen a character and begun playing, you will only be able to switch characters if you find a **Quick Change Monitor** or start a new game.



JAZZ TIP

Shoot a Quick Change Monitor to instantly transform from Jazz to Spaz or vice versa.

5. Choose a difficulty level (the higher the difficulty, the more baddies you'll face):

   Easy: Nothing a gung-ho rookie damsel-in-distress rescuer can't handle.

   Medium: A challenge for most stout-hearted superhares.

   Hard: The difficulty level of choice for seasoned turtle thumpers.

6. Get ready to get Jazzy!

Save and Load Games

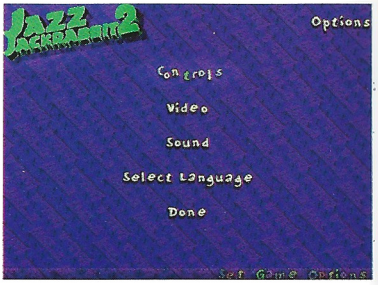
Save: From within the game, press the **Esc** key to access the **In-Game Menu**. Select **Save Game** to save your current game up to the point you've played. Saving brings up a Save Game list where you can name and save multiple games. If your character gets toasted, you can resume your game from the spot you were at when you last saved.



Load: You can load a saved game from either the **Main Menu** before you start playing, or from the **In-Game Menu** (accessed by pressing the **Esc** key) if you want to abandon a game in progress. In either scenario, select **Load Game** and choose any game from the list of games you have saved and named.

Setup Screen

Select **Options** in the **Main Menu** or in the **In-Game Menu** to bring up the **Setup Screen**. From this screen, you can choose to adjust



your **Controls** (keyboard and joystick), **Video**, and **Sound** settings. You can also choose to select a new **Language** for the game's on-screen text.

Setup Tips

Jazz Jackrabbit 2 was designed to utilize the latest hardware technology to achieve the best quality and highest possible framerate. The term *framerate* refers to how fast the screen is completely updated with new graphics. *Jazz 2* is capable of framerates over 70 frames per second (fps), although human eyes can barely distinguish framerates above 30 fps. This means *Jazz Jackrabbit 2* can produce ultra-smooth animation and gameplay under certain hardware conditions.

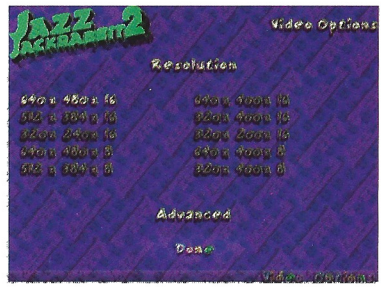


Jazz 2 has different quality settings you can adjust to get the best performance from your computer. Your computer's processor, video card and sound card all affect your framerate. We suggest starting out at the highest quality settings, then lowering them as needed until you

achieve the best mix of quality and speed for your computer. Here are some tips:

- Make sure you have the latest drivers for your graphics card and sound card. Contact the manufacturers on the World Wide Web or call them to make sure you have the latest drivers.
- Play in **Full-screen mode**. In windowed mode, it takes more processor power to draw all the graphics in the game as well as the graphics on your Windows desktop.
- Try changing the **Resolution** to an 8-bit video mode. This will lower the number of colors used in the game, but will definitely help increase performance.
- If your graphics card has good 2D acceleration built in, try turning **Hardware Mode** on. You will lose realtime lighting and transparency effects in the game, but, unless you have a fast system, **Ambient Lighting** can lower your framerate dramatically.
- As a last resort, turn off **Textured 3D Background**. Unless you have a very slow computer, you shouldn't have to turn this option off because the performance gain is fairly small.

Video



The **Video** setting lets you set the resolution and color depth you want the game to use. These settings affect the frame rate of the game's animation. In general, setting a higher resolution and color depth will produce better graphics, but can result in slower game performance. Experiment with the different settings to determine which works best with your computer.

1. Select **Video** from the **Setup Screen** to view or change your current video settings.
2. Select the **Resolution** (and color depth) that your system is best equipped to handle.
3. Select **Advanced** to fine tune the appearance and performance of the game for your computer.
    - **Hardware Mode:** Determines whether the game relies on your computer's video board or on software for graphic acceleration.

- **Textured 3D Background:** With this option turned on, the game's background visuals will have a textured 3D look. This is strictly a visual enhancement and will not affect the way the game is played.
- **MMX™ Capabilities:** If your computer features Intel's MMX technology, turn this option on to take advantage of its capabilities. If not, leave it off.

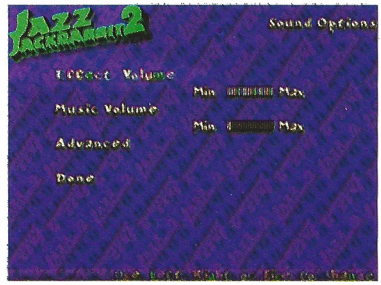


- **Ambient Lighting:** Turn this option on to activate *Jazz 2's* special realtime lighting effects. This option is disabled if you are using hardware acceleration (**Hardware Mode** on).
- **Detail:** This option controls the visible parallaxing layers. Changing this setting to low removes a few of the parallaxing backgrounds to help increase speed on slower systems.

4. Select **Done** to save your settings.

Sound

The **Sound** setting lets you set the volume and quality of the game's music and sound effects.



1. Select **Sound** from the **Setup Screen** to view or change your current sound settings.
   - **Effect Volume:** Determines the volume of the game's sound effects.
   - **Music Volume:** Determines the volume of the game's background music.
   - **Advanced:** Enables advanced users to fine tune their sound settings to take full advantage of their system's capabilities. Most users will not need to adjust these settings.
2. Use the **left and right arrow** keys to adjust the volume meters.
3. Select **Done** to save your settings.

Language

The **Language** setting lets you choose from up to six installed languages to use for the game's on-screen text.

1. Select **Language** from the **Setup Screen** to view or change your current language choice.
2. Select the installed language that you prefer for your on-screen text.
3. Select **Done** to save your settings.

Controls

Select **Controls** from the **Setup Screen** to view your current control settings, or to customize them (see page 26 for details). The default controls are:

Keyboard 1 (Single Player)

	Move Left
	Move Right
	Look Up
	Duck and Look Down
	Run
	Jump

SPACE	Shoot
ENTER	Cycle through your arsenal. The type and quantity of ammo you are currently using is displayed in the bottom right corner of your screen.
1 - 9	Switch immediately to a specific weapon. See **Weapons** on p. 30 for more information.

Keyboard 2 (Party Mode games)

A	Move Left
D	Move Right
W	Look Up
S	Duck and Look Down
J + A or D	Run
G	Jump
H	Shoot
F	Cycle through your arsenal.
1 - 9	Switch immediately to a specific weapon.

Joystick (s)

Up	Look up
Down	Duck and Look Down
Left	Move Left
Right	Move Right
Button 1	Fire
Button 2	Select
Button 3	Jump
Button 4	Run

Customizing Your Controls

1. Select **Controls** from the **Setup Screen**. This will bring up a list of all the keys for Keyboard 1 and what they do. You can cycle through the available keyboard and joystick controllers with the **left and right arrow** keys.
2. Use the **up and down arrow** keys to highlight the name of the control you wish to change and press **Enter**.
3. Press a new key (or joystick button) to replace the one currently assigned to the highlighted action.
4. Repeat steps **2** and **3** for each control you wish to change.

5. When all the controls are set up the way you want them, use the arrow keys to highlight the word **Done** at the bottom of the screen and push **Enter** to save your changes.

SPECIAL MOVES

Both Jazz and Spaz have their own unique set of special moves that they can use to break through barriers and get to hard to reach places.

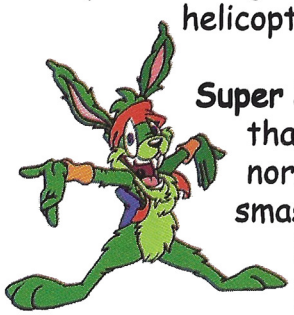
Buttstomp: Jazz and Spaz can both execute the handy and destructive buttstomp maneuver, which is very useful for smashing objects beneath them. To perform the buttstomp, jump, then push down at the peak of your leap.

Jazz's Special Moves

Helicopter Ears: Jazz's ears act as a rapidly spinning propeller, enabling him to float in the air much longer after jumping.

To use Jazz's helicopter ears, jump, then press the jump key again while Jazz is in the air. You can guide Jazz to the right or left while he is hovering. Repeatedly press the jump

key for as long as you want Jazz to use his helicopter ears.

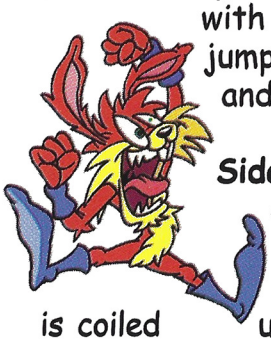


Super Jump: Jazz can leap more than 60 percent higher than his normal jump height and can smash breakable blocks above him.

First, press and hold the duck button. Once Jazz is coiled up in the duck position, press the jump button and Jazz will spring into the air.

Spaz's Special Moves

Double Jump: Spaz can reach higher ground with this special move. Jump, then jump again while Spaz is in the air and Spaz will jump up even higher.



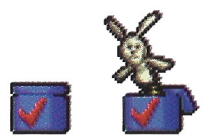
Sidekick: First, face Spaz in the direction you want him to move. Then, make Spaz duck by pressing the duck button. After Spaz is coiled up in the duck position, press the Jump button and Spaz will leap in the direction he's facing with explosive power. This move is useful for smashing certain types of breakable blocks, and for killing baddies.

HEALTH 

The hearts in the upper right corner of the screen represent your health status. Every time you get hurt, you lose a heart. Once you have lost all of your hearts, your character loses a life.



The **Lives Indicator** at the bottom left of the screen shows how many lives your character has left. When your character loses a life, he will rematerialize at the last checkpoint you have reached. If you haven't reached any checkpoints, your character will rematerialize at the beginning of the level.



JAZZ TIP

Checkpoint boxes are scattered throughout each level. Touch them to save your progress so you won't have to start the level over if you lose a life.

If you use up all of your character's lives, the game is over (and Devan will still be on the loose!). A continue screen will appear and ask you if you want to continue. Select **Yes** by guiding your character to the right. You will start at the beginning of the level you left off in, but all your points, gems, powerups and weapons will be taken away. You can only continue three times. If you don't want to con-

tinue, guide your character to the left to select **No**.

You start *Jazz Jackrabbit 2* with three lives, but you can find **1up powerups** in various places that give you an extra life.

WEAPONS

You have a slew of weapons at your disposal to help you blast, bomb, freeze and fry the baddies that get in your way throughout the game. When you begin a new game, you will carry only your trusty Blaster. But you will find a wide variety of useful and more powerful weaponry to add to your arsenal as you make your way through each level. Each level is also chock full of ammo powerups that will vastly enhance the power of your weapons, and FastFire pickups that will make most of your weapons shoot faster.

JAZZ TIP



Fastfire pickups appear randomly when you kill baddies.

The weapon your character is currently holding, and the amount of ammo remaining in that weapon is shown in the lower right corner of your screen. When you run out of ammo for a particular weapon, the next loaded weapon in your arsenal will automatically be readied.

Selecting a Weapon

You can arm yourself with a particular weapon in one of the following ways:

1. Use the **Enter** key to cycle through the different weapons available in your arsenal. Each time you hit **Enter**, you will switch to the next weapon you possess.
2. Hit a number key on your keyboard to activate the weapon assigned to it. The default number key assignments for each weapon are listed in the weapon descriptions below.

Blaster  

Both Jazz and Spaz begin the game with this trusty gun. The Blaster fires a quick and precise, albeit not particularly powerful, bullet. Power this gun up and it turns white and does more damage. The Blaster can be especially lethal if you collect enough FastFire guns!

Blue Bullet Bouncer  

This gun shoots rubbery bullets made from a special plastic that gives them so much elasticity they almost appear to be alive. They are tough to aim and even harder to predict, but enemies that get in the way of their frenzied flight are in for a thrashing. Power this gun

up, and your bullets turn purple and bounce further, faster, longer!

Frostbiter  

Give baddies the cold shoulder with this weapon that immobilizes targets with its icy blast. The freeze effect lasts an extra long time when this gun is powered up.

Missile Launcher  

Launches a heat-seeking missile that locks in the location of its target and adjusts its flight path to make sure it connects. A powered-up missile delivers an especially devastating payload.

RF Missile Launcher  

Really Fast Missiles fire in a V shape from your gun and can do immense damage to even the strongest Shell minion. However, this weapon is not very useful at close range, as it can bounce you into baddies. Power this gun up for red missiles that shoot three at a time. You will find few weapons more devastating than this.

Toaster  

Turn your enemies to toast in seconds flat with this flame-thrower. The more FastFire

powerups you collect, the longer the stream of fire will be. Power this gun up, and the flame will turn blue and stick to scenery.

TNT  

TNT is the ultimate trap weapon. Place some behind some scenery and watch your foe go KABLOOEY when he comes into contact with it. This powerful explosive can also be triggered by shooting it. Try setting up amazing chain reactions with TNT. TNT cannot be powered-up.

Pepper Spray  

The BB-like projectiles this weapon shoots make it highly effective for close range attacks. However, the pellets explode very quickly, so long-range attacks are best left to other weapons. Powered-up Pepper Spray is twice as mean.

Electro-Blaster  

This weapon is made of pure energy. When used, it fires a brilliant blast of charged electricity that shocks even the baddest of the bad. Power up the Electro-Blaster to increase its strength and damage radius.

SCORING

There are all kinds of ways to rack up points in *Jazz Jackrabbit 2*. Killing enemies, smashing blocks, collecting goodies, finding secret areas... In general, the more you do, the more points you'll get. Shoot, smash, investigate and collect everything. Point values will fly from each item you pick up and each baddie or point-yielding object you shoot or smash.

ENEMIES

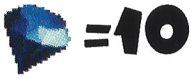
All the enemies you will face in *Jazz 2* have a point value. The number of points you get for killing an enemy is based on how tough the enemy is to defeat. Defeating Boss enemies will add big points to your score, because they are especially tough to beat.

GEMS

Gems are what make the world go round. Collect gems to earn end of level bonuses and extra lives.







COINS

Even superheroes need a little pocket change. Collect enough coins to activate a Coin Warp and you will warp to secret areas where you can rake in the goodies.

 =1  =5



FOOD AND CANDY

 All this intergalactic soldier of fortune stuff burns a lot of calories. Make sure to grab as much food and candy as you can while you are racing around blasting baddies. Wolf down 100 food items and you'll experience the euphoria of a Sugar Rush.

Sugar Rush

During this 20 second time period, you'll be invincible to baddies and you'll be able to eliminate them with a mere touch of your sugar-charged hand.

BLOCKS

Blocks frequently stand between you and a bountiful harvest of goodies and secrets. Fortunately, blocks are made to be smashed. The symbol (or lack thereof) on the face of each block indicates what you need to do to destroy it, and proceed to the riches beyond.

Blast'em Blocks



Use your weapons to blast these blocks to smithereens. Different weapons are better suited to destroying blocks in certain locations, so if you can't seem to blast a block away with one weapon, try using another in your arsenal.

Countdown Blocks



Countdown Blocks are Blast'em Blocks with an attitude. These toughies don't crack easily. You will need to blast them several times (just how many times is indicated by the numeral on each block) to make them fall to pieces.

Weapon Block



These blocks can only be destroyed with the particular weapon pictured on their sides. For this reason, it is a good idea to try to save at least a few rounds of ammo in each of the weapons you possess in case you need them to blast through a Weapon Block.

Switch Blocks







Switch Blocks can only be activated by finding and breaking the Switch Crates that influence them. Smash the right Switch Crates to remove solid Switch Blocks or to materialize ghost Switch Blocks. The Switch Crates that activate particular Switch Blocks may be a considerable distance from the blocks themselves.

Speed Blocks



These plain-faced blocks can only be smashed by running through them at full speed, or by using Spaz's special sidekick move.

JAZZ TIP

Remember, hold down the shift key to run fast!

Butt-Stomp Blocks



There's nothing (literally) like a good old fashioned butt-stomping to smash these blocks to oblivion. Remember, jump, then push the down button at the peak of your leap to execute the butt-stomp move.

POWERUPS

As a wise rabbit philosopher once said, "The unpowered-up life is not worth living." In other words, without the aid of powerups, you aren't going to be hopping around very long. Powerups give you boosts in ability and health to help you overcome the overwhelming obstacles that you face throughout your quest.

You will find powerups scattered throughout each level of the game. Some are clearly visible, but difficult to reach, others are hidden or appear only after you kill baddies or perform certain actions.

FastFire



These powerups increase the firing speed of your weapons. The effect of each FastFire powerup is cumulative, so the more you find, the faster your weapon will fire.

1up



Each one of these powerups you collect gives you an extra life.

Carrot



Each carrot restores one of your lost health hearts.



JAZZ TIP

Don't eat carrots if you're already at full health! Pass them by and come back to gobble them up when you're low on health hearts.

Super Carrot



Eating a Super Carrot instantly restores you to maximum health.

SHIELDS



Throughout the game, you will find monitors that contain a variety of special shields that will protect you from harm. Each shield creates a protective field around you *and* enhances your Blaster with ultra-destructive **Whammo Ammo**. Shield effects only last for a limited time, and the total time decreases by five seconds each time you are hit by an enemy or touch something damaging.



JAZZ TIP

Find a clock to extend the time shield effects last!

Bubble Shield

Shield Effect: Your body is covered by a luminous gel-like sphere.

Whammo Ammo: Unpredictable bubble shots spurt from your gun.

Fire Shield

Shield Effect: A ring of flame surrounds you, scorching anything that attempts to harm you.

Whammo Ammo: Your bullets become flaming missiles.

Plasma Shield

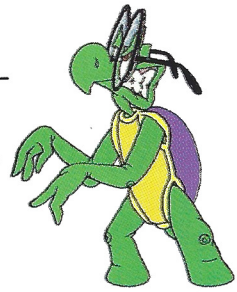
Shield Effect: A supercharged energy field encircles you.

Whammo Ammo: Extremely powerful plasma shots spray forth from your gun.

COMPLETING AN EPISODE

To complete an episode, you need to make it to the exit of each of the episode's levels, and defeat the episode's Boss (the baddest of the baddies). Once you have completed an episode, you can replay it at any time.

WINNING THE GAME



To win the game, not to mention preserve the well being of the entire galaxy, you will have to triumph in your final showdown with Devan Shell at the end of the game's last episode.

SPECIAL KEYBOARD COMMANDS

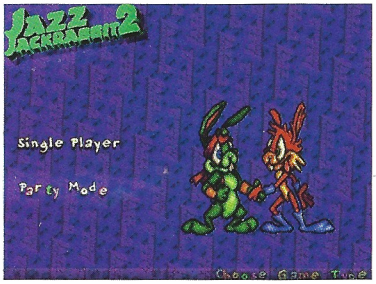
ESC	Brings up the **Game Options Menu**
F1	Help
F3	Reduce Screen Size
F4	Expand Screen Size
F5	Load Game
F6	Save Game
P	Pause
ALT + ENTER	Toggle between windowed mode and full screen
ALT + TAB	Switch applications

Party Mode

Jazz 2's Party Mode makes it a snap to play with, or against, your friends (or enemies) in five wild multiplayer games. After all, saving the universe from the intergalactic domination of Devan Shell is okay, but mercilessly humiliating your best friend in a Party Mode game is a truly rewarding experience.

Start a Party Mode Game

1. Select **New Game** on the Main Menu.
2. Select **Party Mode**.
3. Choose a connection type:



Local Play Splitscreen

This mode lets you and up to three of your friends play *Jazz 2* on the same computer. Your screen will automatically be divided into as many sections as there are players. Skip to the Party Mode **Options** section on page 47 for more information on setting up your game.

Internet Play

The **Internet Play** mode lets you play *Jazz 2* with as many as 32 other players over the Internet. When you choose **Internet Play** you will be asked if you want to **Join Another Game <client>** or **Start a New Game <server>**.

Join a New Game <client>

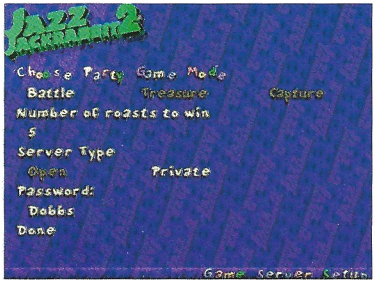
After you have logged on to the Internet and selected **Join Another Game**, *Jazz Jackrabbit 2* will search for games currently in progress. When it is able to find the game list, it will display:

- The names of the games in progress.
- Game Type (Treasure Hunt, CTF, Battle).
- Ping times: This tells you how fast your computer can communicate with the server computer that is hosting the game. Higher ping times mean the game will play slower if you connect to that server. Lower ping times mean the game will play faster and more smoothly. As a general rule of thumb, try to choose servers with ping times lower than 300 milliseconds (msec), although ping times of 500+ msec may still be playable.

As a client, you will be playing on the level that the owner of the server chooses. If the game uses a custom, Home Cooked, level created with the *Jazz Creation Station* (*JCS*), the level will automatically download to your computer. This process should not take longer than a minute if you are connected to the Internet with a 28.8Kbps modem or better. Particularly large levels, however, may take longer to download. You can press **Esc** to cancel the download at any time, but you will not be able to play if you don't have the level selected by the server owner.

Start a New Game <server>

When you **Start a New Game**, you are the host-owner of the game. This means it's up to you to determine the gameplay options and parameters. Anyone joining your game will have to like 'em or lump 'em.



Party Game Mode

Choose the type of Party Mode game you want to play. See **Mode Menu** on page 47 for a description of the different game types.

Number of Wins

This means something different for each game type:

Battle mode: Determines how many roasts you need to accumulate to win.

Race mode: The number of laps you need to complete.

Treasure Hunt: The number of gems you need to collect to win.

CTF: The number of times you need to capture your opponent's flag.

Server Type:

- **Open:** Anyone can join your game.
- **Closed:** Password protected game. With this option, you must select a password for your game. Anyone who wants to play will have to enter the password before they can join the game. You should communicate the password to the other players beforehand.

After you have customized your Internet game, you will be asked to select the number of players for the local computer (see **Number of Players Menu** on page 48). Then, you will be able to customize your characters (see **Change Players Menu** on page 49). Once you are finished customizing your characters, select **Start Game** to continue.

If you have a dialup Internet account and you are not already connected to the Internet, Windows 95 will bring up your default dialup **Connect To** dialog box. Click on **Connect** to connect to the Internet.

When you are connected to the Internet, *Jazz Jackrabbit 2* will register your game with the game list server as a game in progress. Other people will be able to see your game when they select **Join a Game**. If you have setup your game as an **Open** game, they will be able to join.

Network Play

You can play *Jazz Jackrabbit 2* over a Local Area Network (LAN) using either of two protocols: TCP or IPX. From the Main Menu, select **New Game**, then **Party Mode**, and choose whichever protocol your computer uses to communicate with the network. The pro-

gram will "gray-out" any protocol it can't find on your system. If both protocols are available, you can choose either one.

After you have chosen a protocol, follow the **Internet Play** instructions starting on page 43 (disregard the references to the Internet and Internet connections).

Party Mode Options

Standard Party Mode option menus used for all multiplayer games:

Mode Menu



Cooperative: You and your friends help each other battle through the levels. You cannot hurt other players in the game. The level ends when any one of the players reaches the end of the level.

Battle: Compete against other players by being the first to get the number of roasts you selected before starting the game.

Race: Sprint through the maze to finish the race with the best time.

Treasure Hunt: Find the selected number of gems and race to the end of the level.

Capture The Flag: Sneak up to your opponent's base and capture their flag by touching it. Complete the capture by returning the flag to your base.

If you are injured while holding your opponent's flag, it will automatically be returned to their base.

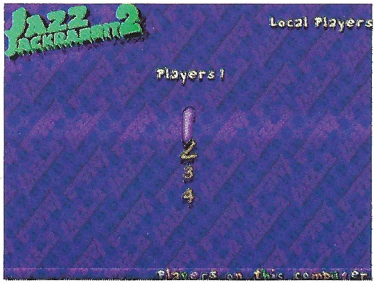
You cannot complete the capture if your opponent is in possession of your flag. In other words, your team's flag must be at your team's base to complete a capture.

Once you capture a flag, a new one will appear at your opponent's base. *Go get it!*

The game is over when you have captured your opponent's flag as many times as the game owner chooses. The default setting is five.

Number of players Menu

Navigate the menu by pressing up or down. Press **Enter** to select the number of players that will be playing on the local computer.



Note: for Local Splitscreen games, all players will be using the local computer. Press **Esc** to cancel and go back to the **Mode Menu** screen.

Change Players Menu



Customize your character here.

Name: Type in the any name you want for your character.

Character: Choose Jazz or Spaz.

Colors: There are four different color fields you can change on your character.

1. Body
2. Backpack Straps and Headband
3. Gun and Backpack
4. Wristband

Control: Choose the controller you wish to use to control your character during play. Choose Keyboard (1 or 2) or Joystick (1-4).

Note: To change the keyboard or joystick setup, choose **Controls** from the **Options** field of the **Main Menu** or the **In-Game Menu** (press **Esc** during play to access).

THE WORLDS

Episode One: Formerly a Prince

Jazz must escape from the castle dungeon and stop Devan before he rewrites Carrotus' history with his time machine! It's up to Jazz and Spaz, to survive the hazards of the dungeon, cross the exotic kingdom gardens, and find Devan's secret lab.

Episode Two: Back In Time

Jazz and Spaz are caught in a time warp, hurtling through worm holes to different times and places in pursuit of Devan. Expect a spirited slosh through the sewers, some mind altering malice in wonderland, and a trek into a watery abyss where the crabs are definitely "in season."

Episode Three: Flashback

It's deja vu all over again when Jazz and Spaz warp to the planets where Jazz defeated Devan and his minions in the past: Diamondus, Tubelectric, and Medivo! But this time Devan has fixed things so these planets won't be quite so Jazz-friendly!

Episode Four: Monkey Business

Devan races deep into the jungle, as his plans go to blazes... literally! He opens the

gates of the inferno, unleashing demons, devil dogs and more to exterminate the rabbits of Carrotus for good! Do the Jackrabbit brothers have what it takes to overcome their nastiest foes yet, defeat Devan Shell once and for all, and get back to Carrotus before tea time? For the sake of rabbitkind, let's hope so!

THE BOSSES

Here are a couple of the super baddies that block your passage to the worlds.

The Queen

Eva's royal mother threw you into her dungeon after Devan crashed your wedding and stole Eva's ring. To get past her, you have to push her out of the way. Be careful though, her SCREAM can emit enough sonic energy to stop a charging rhino. And watch out for falling bricks!

Schwartzenguard

This flailerang throwing Boss is the roughest and toughest of Devan's turtle guards. You'll have to keep on your toes with this one! His Achilles' heel is having to wait for his flailerang to return to him before he can come after you. Timing and speed is critical if you are to defeat him.

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Cliff Bleszinski	Design, Co-producer
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Nando Eweg	Sound Effects
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Robert A. Allen	Producer
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Robert A. Allen	Additional Music
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