From the creators of UNREAL™

JAZZ JACKRABBIT 2™



Gathering of Developers

EPIC MEGAGAMES

EVERYONE

CONTENT RATED BY ESRB

Mac

Logicware

Accelerated for Power Macintosh

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 cliche 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.



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CONTROLS



←	Move Left
→	Move Right
↑	Look Up
↓	Duck and Look Down
SHIFT + ← or →	Run!
CONTROL	Jump!
SPACE	Shoot!
RETURN	Cycle through your arsenel.

The type and quantity of ammo you are currently using is displayed in the bottom right corner of your screen.

1 to 9 Switch immediately to a specific weapon.

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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.

If you use up all of your character's lives, the game is over. 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.

WEAPONS



1 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!



2 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!



3 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.



4 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.



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5 RF Missile Launcher

Really Fast Missiles fire in a V shape from your gun and can do immense. 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.



6 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.



7 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.



8 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.



9 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.

EVERYTHING ELSE

GEMS:

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

 =1  =5  =10

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!



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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

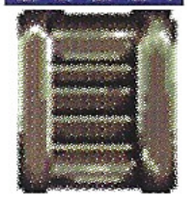
These blocks can only be destroyed with the particular weapon pictured on their sides. For this reason, it is a good idea to try to save at least a few rounds of ammo in each of the weapons you possess in case you need them to blast through a Weapon Block.



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.



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:



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.



Carrots and Super Carrots

Each carrot restores one of your lost health hearts.
Eating a Super Carrot instantly restores you to maximum health.



Bubble Shield

Your body is covered by a luminous gel-like sphere and unpredictable bubble shots spurt from your blaster.



Fire Shield

A ring of flame surrounds you, scorching anything that attempts to harm you. Your blaster bullets become flaming missiles.



Plasma Shield

A supercharged energy field encircles you. Extremely powerful plasma shots spray forth from your blaster.

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TROUBLESHOOTING

Dialog appears when then game is launched asking for DrawSprocket:

You do not have version 1.1.3 or later of DrawSprocket installed. Either reinstall Jazz JackRabbit from your CD and CHECK the box marked Install DrawSprocket or launch Sprockets 'R' Us and allow it to install Draw Sprocket onto your Macintosh.

Dialog appears when the game is launched asking for QuickTime 2.5:

Jazz JackRabbit requires QuickTime 2.5 or later, launch the QuickTime 3.0 installer on the Jazz JackRabbit CD and install QuickTime 3.0.

Dialog appears when the game is launched telling me I am low on memory:

As you use your Macintosh, sometimes memory gets jumbled and even though you think you have enough memory free you really don't. The solution is to restart you Macintosh and then immediately run Jazz JackRabbit 2, or you can purchase more memory for your Macintosh or you can enable and / or increase the amount of virtual memory.

Note: Virtual memory does affect performance with Jazz JackRabbit 2, you need a minimum of 10 Meg free memory but 20 meg will yield best performance.





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Game quits suddenly:

See if a file called "LogFile.txt" is in the same folder as Jazz JackRabbit 2, drag the file to SimpleText and it will have some diagnostic messages that will help troubleshoot the problem. Likely causes is not enough memory, a disk error or a network fatal error such as a modem disconnection.

The game launches but the video is all wacked out:

The video mode chosen to run Jazz JackRabbit 2 is not compatible with your monitor. Restart your Macintosh and then delete the file Wabbit.cfg by dragging it into the Trash. You can find Wabbit.cfg in the folder where you have Jazz JackRabbit 2. You can then start the game and it will default to 640x480x8 bit color.

The game runs slow:

Go to the configuration menu and do any of these things to improve performance, Set the volume of the music to zero (This will shut it off), Reduce the video resolution first by running in 8 bit mode instead of 16 bit, then reduce the picture size. Turn off virtual memory. Get more memory or an L2 cache.

To reset the high scores :

Delete the file called "HiScores.j2h" by dragging it into the Trash.

To delete saved games:

Delete any file thats name starts with "SaveGame" by dragging it into the Trash.

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