EPIC MEGAGAMES



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Special thanks to the Epic Beta Testers and to our families.
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JAZZ JACKRABBIT™

Introduction

Remember The Tortoise and The Hare? Well, it's 3000 years later and they're still at it! The nerdy-yet-powerful tortoise king, Devan Shell, has kidnapped the beautiful rabbit princess, Eva Earlong, and has inhabited the galaxy with his looting goons!

Is all hope lost for the galactic rabbits?

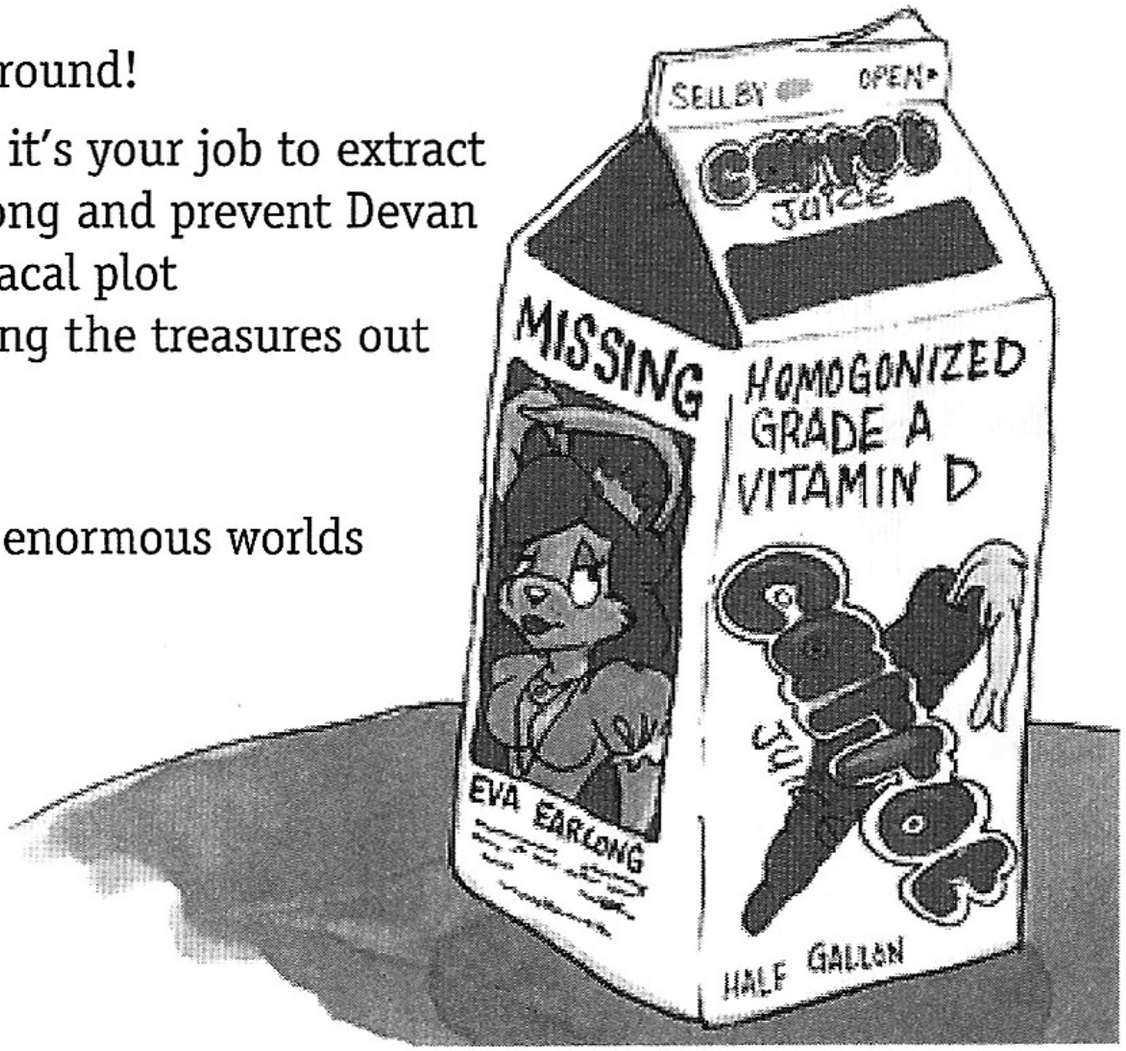
No way!

Not while Jazz Jackrabbit is around!

The rabbits want revenge and it's your job to extract it! You have to save Eva Earlong and prevent Devan Shell from financing his maniacal plot of Turtle Domination by swiping the treasures out from under his slimy beak.

This wild treasure hunt spans enormous worlds filled with perilous dangers.

Are you up for it?



JAZZ JACKRABBIT™

Installation

Thank you for buying Jazz Jackrabbit. The following information explains how to install it and what to do if something goes wrong.

System Requirements:

To install Jazz you will need:



- Approximately 5 megabytes of hard disk space for each set of 3 episodes.
- At least 4Mb of RAM.
- A fast 386 CPU - 486 highly recommended.
- A VGA monitor.
- A sound card such as the Sound Blaster (or compatible) is optional, but highly recommended for enjoying the total Jazz experience!

Installing Jazz

Before you can begin playing, you must install Jazz on your hard drive. To install the game put disk 1 into your drive and type:



"A:INSTALL" or "B:INSTALL"

You will be asked to specify the drive and directory where you would like to install Jazz. We recommend using the directory "JAZZ"

After Jazz has been installed, change into the directory where it is installed and type "SETUP". You must now tell the game about your system so that the sound

can be activated. If you don't have a sound board, choose None or PC Speaker.

Type HELPME to see if there are any new additions to the available sound card list, or if there were any instructions added after the printing of this manual.

Troubleshooting

If Jazz appears to run slowly it may be because of a conflict with your memory manager.

You may want to boot from a blank system disk instead of changing your AUTOEXEC.BAT and CONFIG.SYS. On systems running MS-DOS 6 or newer you can press 

during boot-up to achieve this effect.

Other Problems



Jazz Jackrabbit will work from Windows and OS/2 on some machines, but it is not recommended. You will probably experience problems with the sound or music.

Reaching Epic Technical Support



If you experience any problems with Jazz, please call our technical support department at (301) 983-9771 in the USA and Canada or (0)767-260903 in the U.K. or other European countries.

Keyboard Controls

<CTRL> Jump.

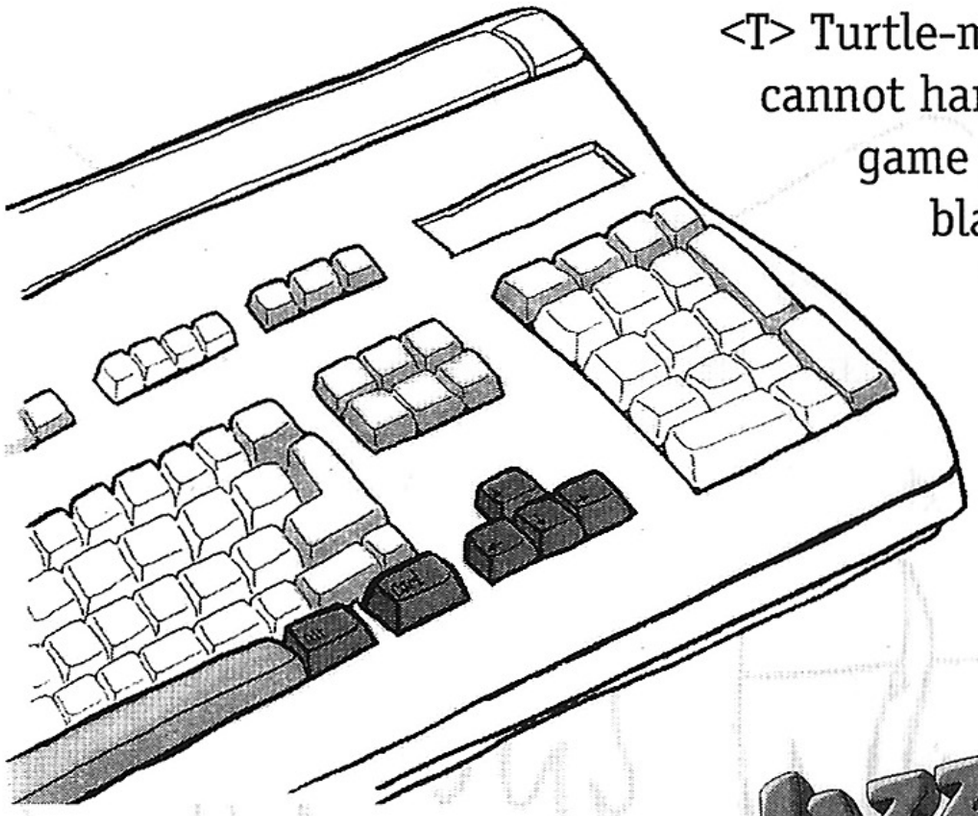
<SPACE> Shoot. Read on for a list of Jazz's weapons.

<LEFT> & <RIGHT> Run.

<UP> Jazz looks up.

<DOWN> Jazz ducks and looks down. HINT: Jazz can shoot smaller enemies by ducking!

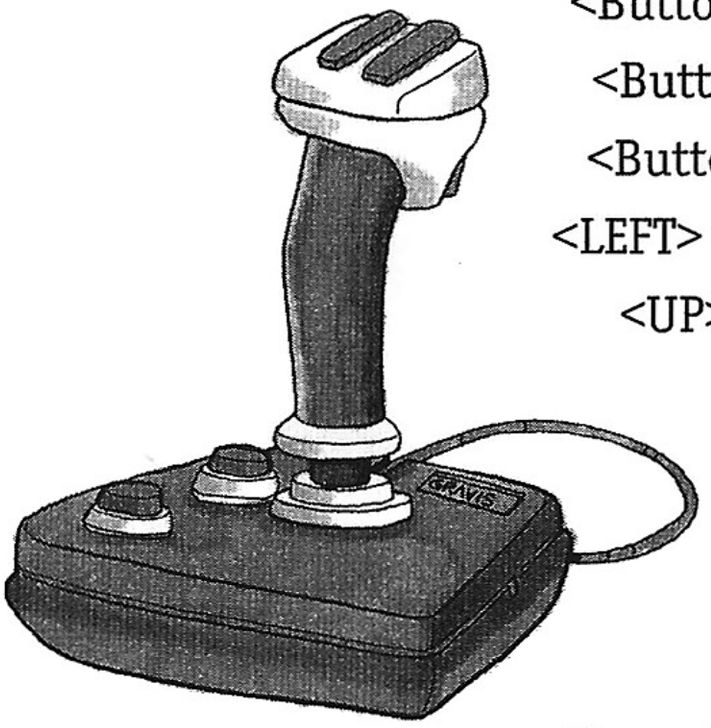
<ALT> Cycle through Jazz's arsenal. You can see what weapon Jazz is using by looking on the STATUS BAR at the bottom of the screen. Jazz can only use special weapons if he has collected ammunition for them. See "WEAPONS" for more information.



<T> Turtle-mode Slo-Motion. For those who cannot handle Jazz's incredible speed, the game plays at half-speed. Hey, we don't blame you, s18ome people get dizzy while playing Jazz because it's so fast. But those kind of people also get dizzy eating cheese.

<P> Pause 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!

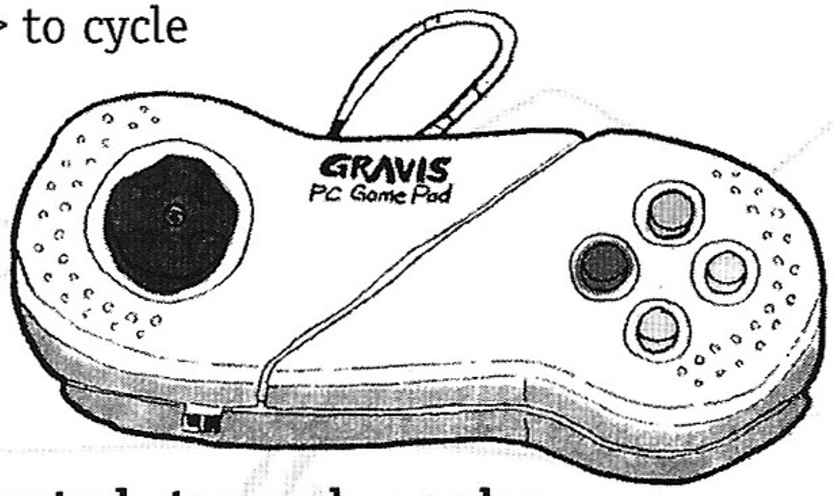
<UP> Jazz looks up.

<DOWN> Jazz ducks and looks down.

During the 3D bonus stages, <Button 1> Jumps and <Button 2> moves Jazz forward while <LEFT> & <RIGHT> are used to "steer".

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

During the 3D bonus stages <Button 1> jumps, <Button 2> rolls and <Button 3> is used to move in a forward direction while <LEFT> & <RIGHT> are used to "steer".



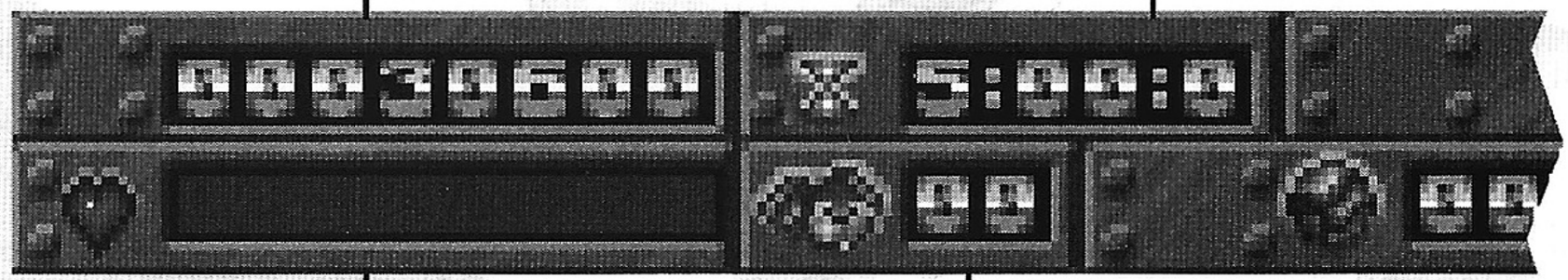
Don't forget: you can reassign keyboard controls to nearly any key or button combinations from the "setup" option on the main Jazz menu.

JAZZ JACKRABBIT™

The Jazz Status Panel

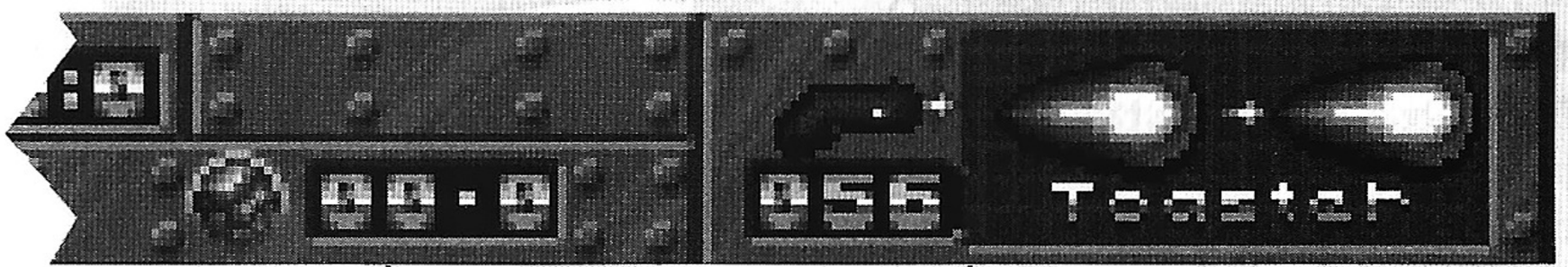
The score. Jazz scores by destroying baddies, wiping out scenery, collecting treasure, and completing a level with plenty of time remaining.

Time left to complete the current area. Run out of time and you lose a JAZZ. Earn extra time by collecting hourglasses. Hurry up Jazz!



Jazz's health. When Jazz is hit by a bad guy he loses health. Run out of health and you lose a JAZZ. Eating carrots will improve your health*

This is the Jazz count. Earn an extra JAZZ life by collecting 1-UPS (a floating picture of Jazz's big green head) or by clearing a 3D bonus stage.



The first number in this panel tells you which world you're on (each episode has three worlds) and the second tells you the level (each planet has two levels).

This panel shows the current weapon Jazz is firing and the amount of shots remaining for that weapon. Jazz can change weapons by pressing ALT or FIRE + UP on Joysticks. Ammuntion is everywhere so get lots of it!

*Didn't your mother already tell you this?

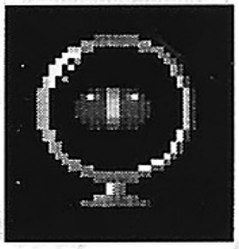
Jazz's Regular Weapons



Toaster: Fires a horizontal path and is larger and quicker than the blaster.
Find: RED ORBS.



RF Missile: Fires TWO shots at once in a "V" path. Great all-purpose shot for hitting foes above and below.
Find: GREEN ORBS.



Launcher: These are the "bouncy bullets". Perfect for destroying things below Jazz or up/down a slope from him.
Find: BLUE ORBS.

Note: Jazz has an unlimited supply of ammunition for his basic-model blaster.

Picking up the small round orbs containing bullets gives you a few more of those bullets. Shooting the larger "Weapon Containers" gives you lots more of those bullets. Find as many as you can because you'll definitely needs lots!

Don't forget there is more ammo available when you play at higher difficulty levels but there are also more enemies to shoot.

Special Weapons

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

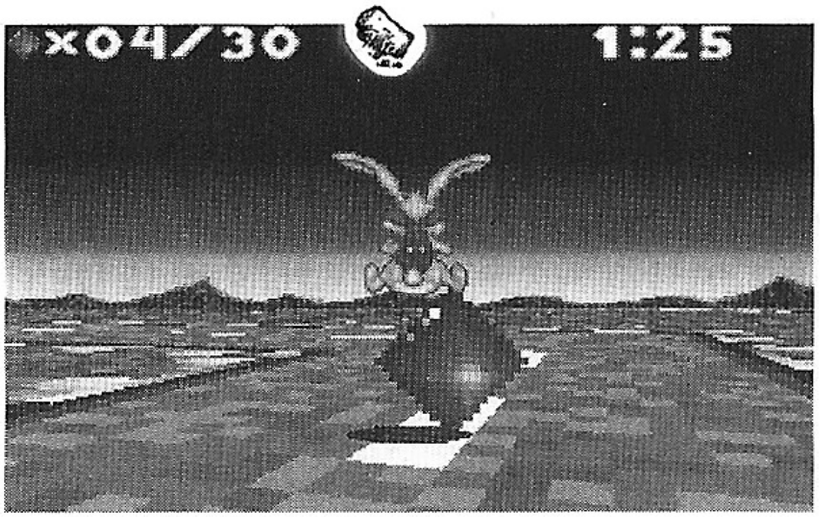




TNT: The most powerful weapon in Jazz's arsenal. Collect floating charges to stock up on it. A very rare item hidden in several planets, it will eradicate all enemies within range in a brilliant flash of light!

JAZZ JACKRABBIT™

Jazz's Awesome 3D Bonus Stages!



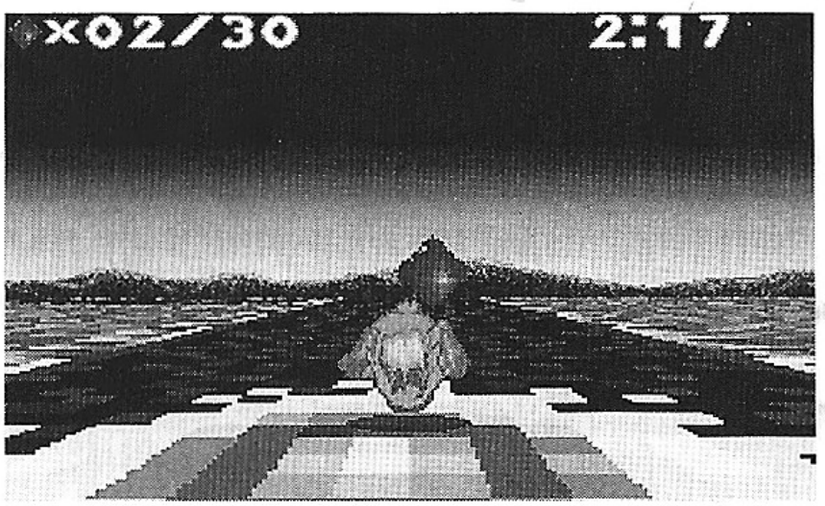
If Jazz is lucky enough to find an oversized red gem, he will be transported to the incredible 3D BONUS STAGE after he clears the level. Here, Jazz must find Power Gems that Devan has stashed. If Jazz finds enough Power Gems then he will earn an extra life!

Keyboard Controls for the Bonus Stage

<CTRL> 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!

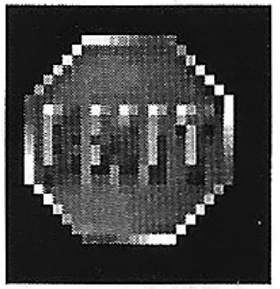
<UP> Jazz runs forward. <LEFT> Jazz turns and runs towards the left. <RIGHT> Jazz turns and runs right.

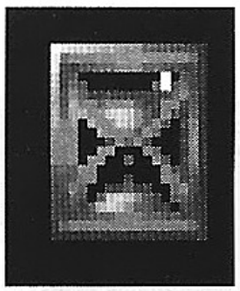


Bonus Stage Objects

You should know about the following hazards and items in the bonus stage:

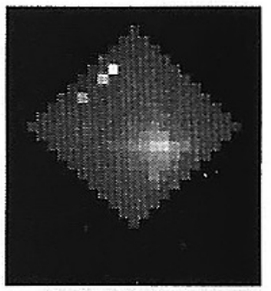
EXIT signs: These will kick Jazz right out of the bonus stage, regardless of his time remaining. Avoid at all costs!





Hourglasses: These will extend your time in the bonus stage. They're very hard to find so consider yourself lucky if you manage to find one.

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



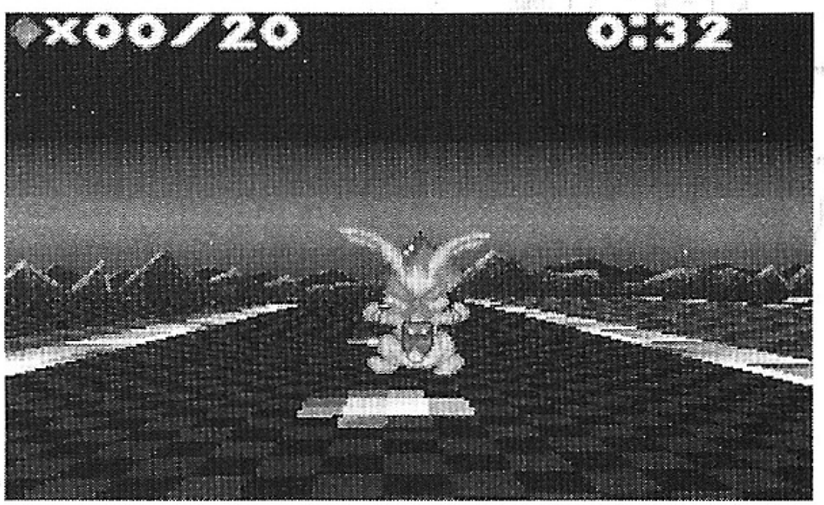


Stop hands: These annoying things stop your forward progress. Go around them quickly or you may find yourself running out of time.

BouncePads: You find these reverse gravity spots on the floor of the playfield that will send Jazz flying into the air.

SpinMeisters: Step on one of these and Jazz will be turned around and around! They are also located on the floor of the playfield.

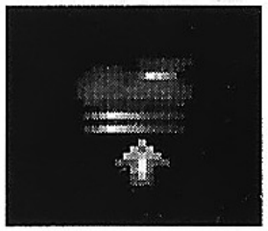
Water and goop will slow Jazz down so avoid them!

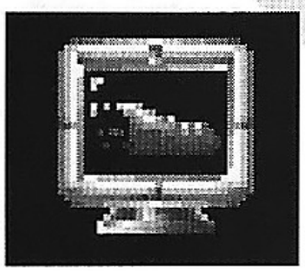


Power-Ups

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.

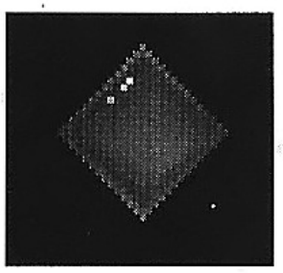




Fast Feet: Shoot one of these icons and Jazz will have SUPER SPEED for 20 seconds! Run as far and as fast as you can when you find FAST FEET!

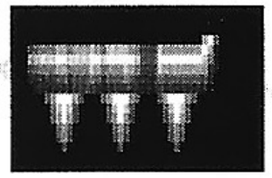
Fallen Stars: Collect a fallen star and Jazz will be invulnerable to ALL attacks for 15 seconds.





Giant Gem: Find a GIANT GEM and jazz will be transported to the BONUS STAGE when he clears the current level. See BONUS STAGE for more information.

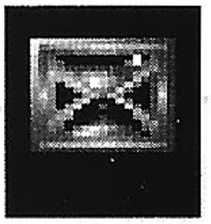
AirBoard: Find the AirBoard and Jazz will jump on it. He can now fly anywhere he chooses. Yeahoo!





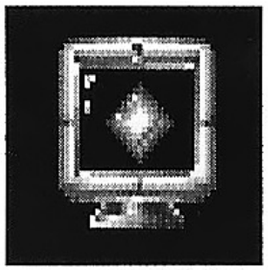
1UP: Fine one of these and you'll be awarded an extra JAZZ! They are very rare and look like a floating Jazz head.

HourGlass: Gives you some extra time to secure the area you're in. Extra time is not required when playing on the "easy" setting.

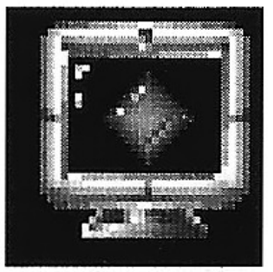


Shields

There are two kinds of shields that help protect Jazz against his enemies. These will be of great value during the game so use them wisely.

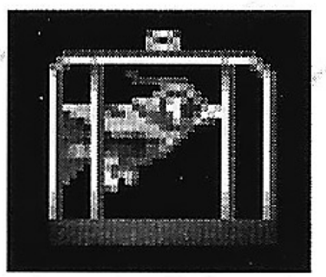


Shoot the Shield icon and Jazz will be protected by rotating gems for one hit. This means you can take a few more chances than you normally would.



FireShield: Shoot the FireShield icon and Jazz will be protected by the fire gems, the equivalent of four individual shields, which will protect him for four hits.

Hip Hops - Jazz's Flying Friends



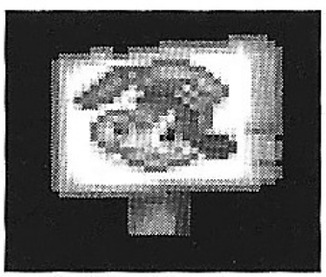
The turtles have a particular taste for bird so they have captured these rare half-pheasant/half-eagles, called Hip Hops, for supper. If Jazz frees one of them by shooting their cage then the bird will be Jazz's companion until Jazz is hit by a baddie. HIP HOPS will fire at will, destroying all who attempt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

These birds will shoot your enemies down from the skies. Learn to use their skills and you will see that they can be of great assistance. Be sure to keep them clear of enemies' bullets because they don't like being shot at and will quickly leave the area if you expose them to any danger.

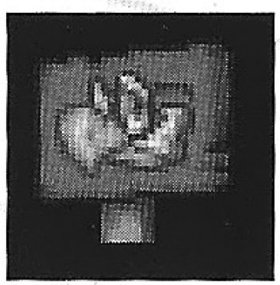
Game Strategies - Follow them and Maybe You'll Survive!

You're about to play an action-adventure game starring a little green bunny with a big gun. Your objective is as follows:

1. Collect everything. There is a new kind of treasure on every level to satisfy your appetite for loot. Get it!
2. If it moves, shoot it. If it doesn't move, what the heck — shoot it anyway!
3. Find the checkpoint sign that secures the area for the Galactic Rabbits!

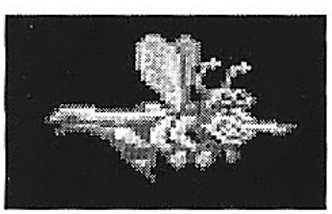


The checkpoints indicate areas that the Turtles have claimed. When Jazz shoots these signs, the area now belongs to the Rabbits! Yeah! There are two of these signs in each level; the first one is halfway in and the second is at the end. If you die after shooting the first sign, you will return to that point instead of having to navigate the entire area again.



Other survival tips:

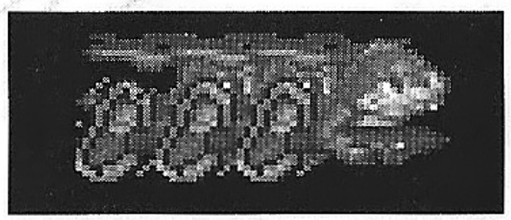
When in doubt, SHOOT.



Be careful when you're about to jump into an area you can't see. There may be baddies swarming everywhere!

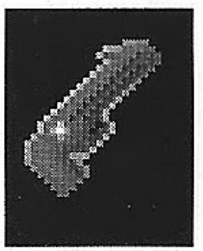
Conserve ammunition and try to use the best bullets for the job!

When in doubt, SHOOT.

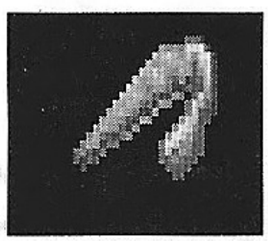


The faster Jazz runs, the higher Jazz jumps. When Jazz picks up the fastfeet power-up his feet are blurry and he moves at high speed. At this point Jazz can jump very high. Use this ability to find hidden stuff!

Look for secret areas! There are tons of them in every level. There might even be secret levels.

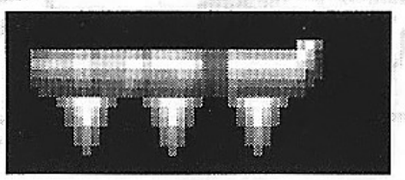


Collect as many "Rapid Fire" guns as you can. If you collect 10 or more, Jazz will have immense firepower!



Don't collect carrots if your energy is full; remember where they are in case you need them later.

If you find an AirBoard, 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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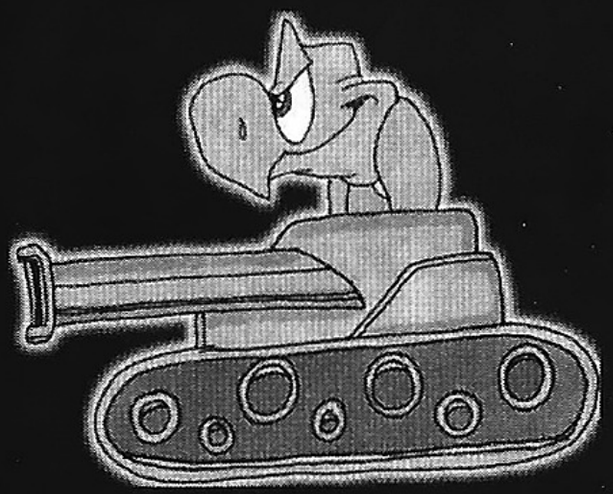
Here are just some of the enemies you'll meet in Jazz Jackrabbit...



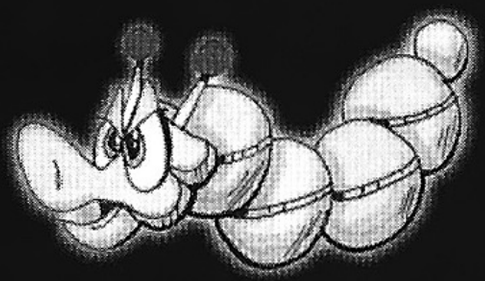
Snogoons



Turtle Goons



Tankety-Tank-Tanks



Dragoons



Bumbling Bees



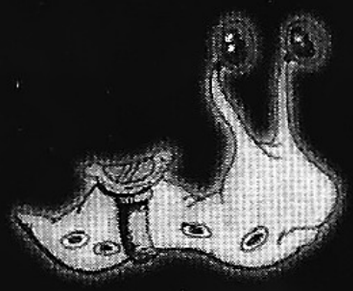
Helmut



Spikeballs



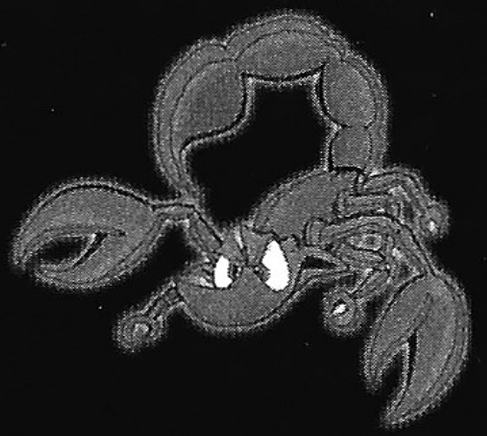
Skate Pens



Sluggi



Letni Bugs



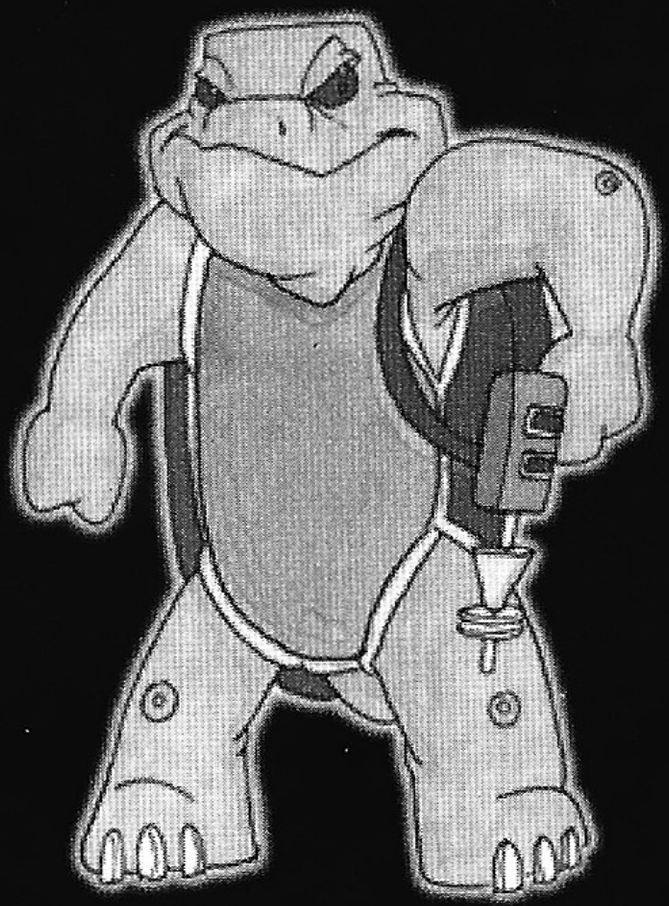
Scorpweenies



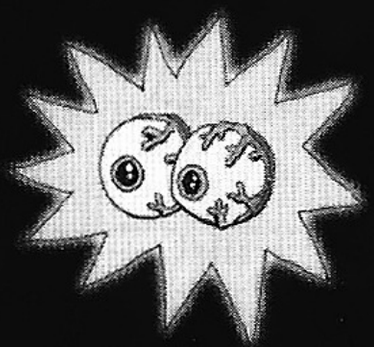
Redbats



Potted Plants



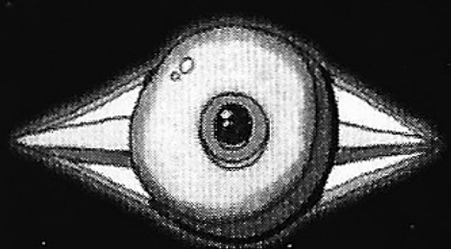
Schwartzenguards



Sparks



Yellow Buzzers



Beholders

JAZZ JACKRABBIT

Jazz Jackrabbit Episodes 1-6

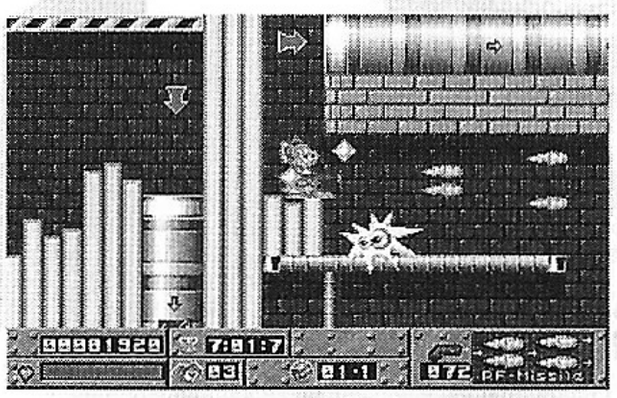
The following is a guide of each episode and it's various planets. Each planet has two levels.

Episode 1: TURTLE TERROR!

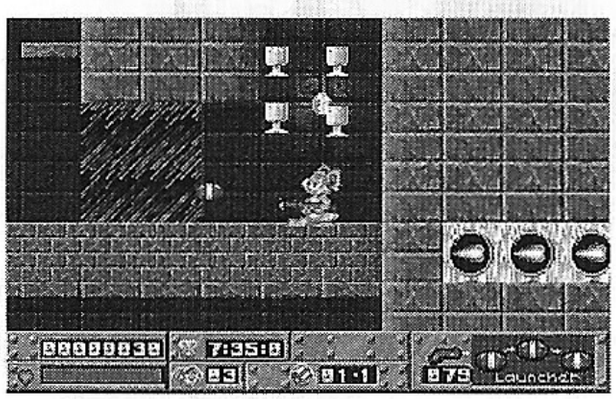
DIAMONDUS — Diamondus is a beautiful grassland planet with a healthy atmosphere and plenty of goodies. However, the turtles know this also and are pillaging the land as we speak! Beware of bees and look for secret passages by shooting walls!



TUBLECTRIC — 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. Whoosh!



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.

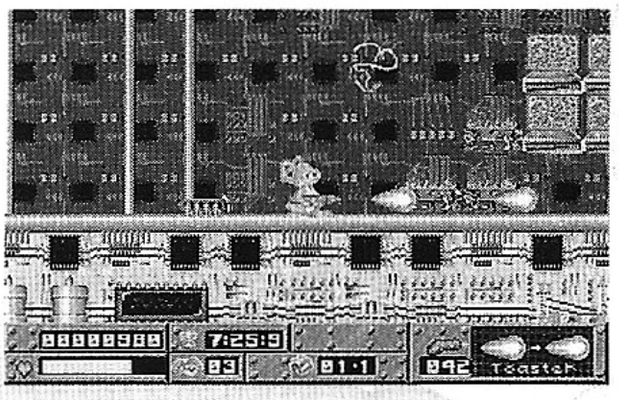


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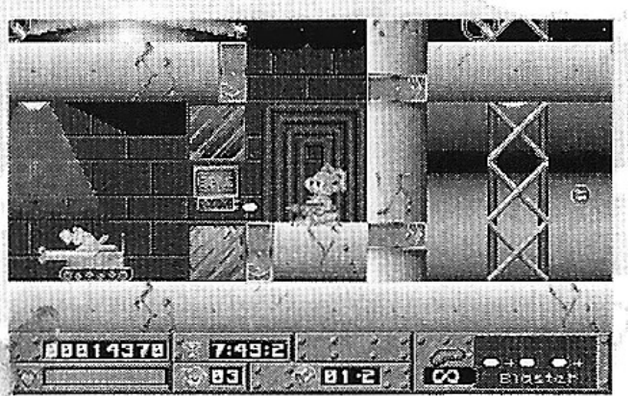
Episode 2: BALLISTIC BUNNY

After securing the first three planets, Jazz discovers a highly advanced area of the galaxy in which Devan and his goons are building battleships to destroy Jazz's home planet Carrotus! Jazz must destroy EVERYTHING he sees- he is the BALLISTIC BUNNY!

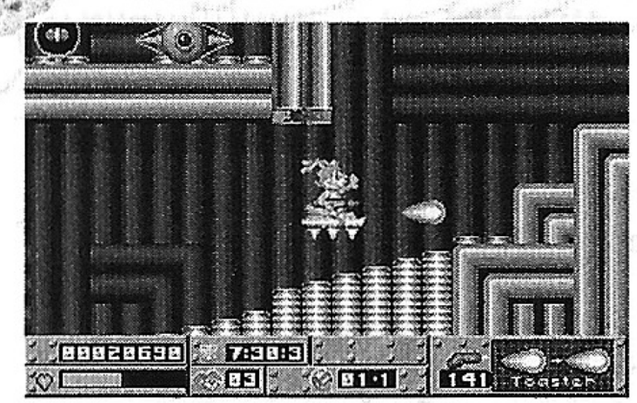
LETNI — This is Devan's ENORMOUS supercomputer designed especially for building battleships, destroyers, and figuring out where to get lunch on a rainy Tuesday afternoon. Beware of magnets and "bugs" in the system.



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



ORBITUS — 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.

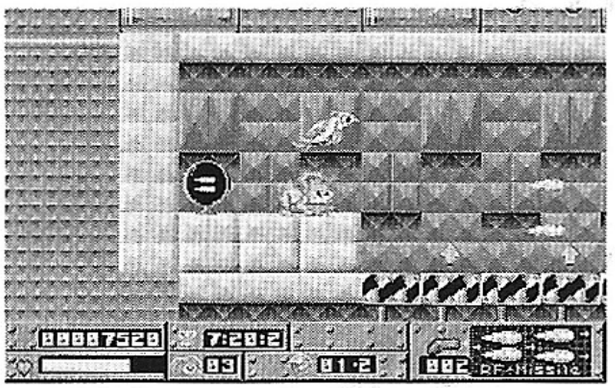


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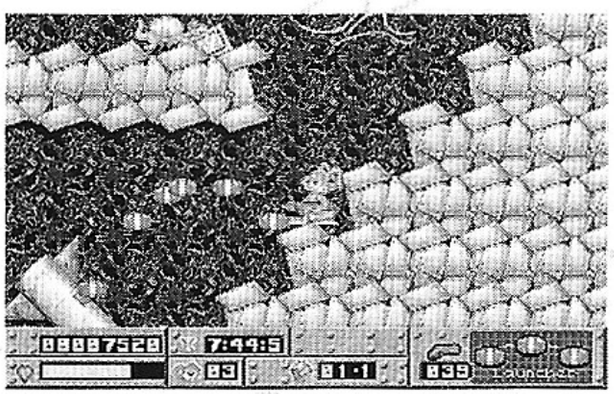
Episode 3: RABBIT'S REVENGE

Jazz recieves a fax from Princess Eva in her cell: "JAZZ: LUCKY I BROUGHT MY PORTA-FAX WITH ME, AREN'T I? DEVAN IS REGROUPING TO 1320,23 IN SECTOR X! YOU'D BETTER GET HERE RIGHT AWAY!" Jazz had better hurry before Carrotus becomes space dust!

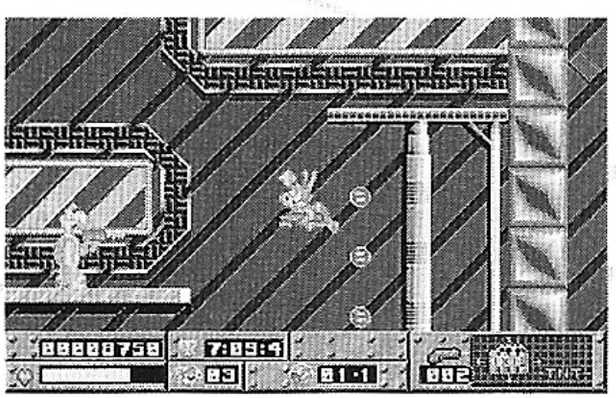
FANOLINT — Beneath the harsh surface of this wasteland is a thriving arboretum in which the turtles are breeding Flowers of Death to feed their soldiers! Destroy them all, but watch out for Super-Tanks and plant life.



SCRAPARAP — The junkyard of the universe. Here, the turtles are stealing metal and parts for their battleships. If you avoid the electo-magnets, 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!

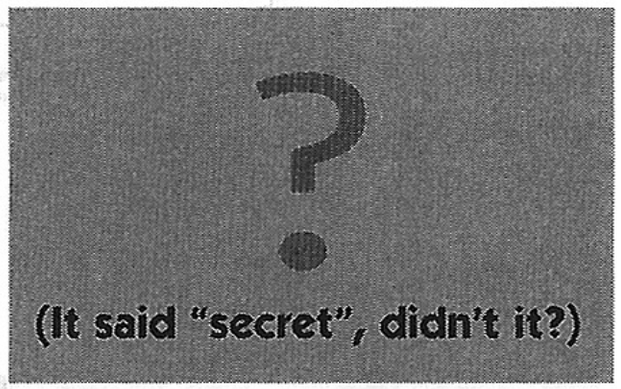


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Episode 4: GENE MACHINE

Jazz blew up the base, but Devan escaped with the princess, leaving Jazz to crash in an unknown location... Jazz soon discovers that the turtles are cloning themselves with the Mean-Gene-Machine! And they've chosen a galaxy which is virtually untouched by modern technology as a breeding area.

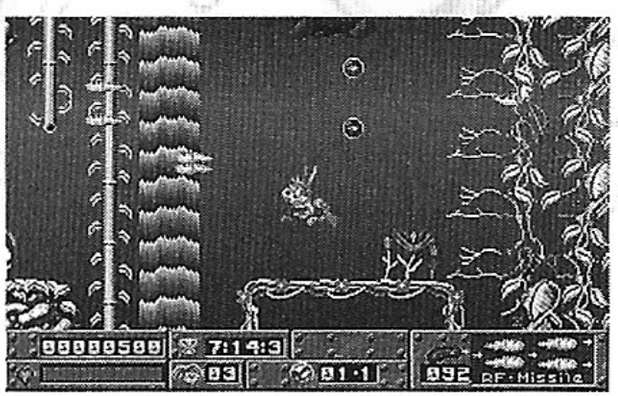
TURTEMPLE — The secret Temple of the Turtle! What luck! Now Jazz can cause some real trouble for Devan and his minions. Trash it, but beware of scorpions and cacti!



NIPPIUS — After ruining the temple and stealing a spacecraft, Jazz hops to this freezing ball of ice. It's slippery here, so be careful where you slide!



JUNGROCK — A steamy jungle planet complete with enormous insects and serpents. As Jazz touches down here he hears a shrill cry coming from the end of the second area... it sounds pretty mean! Atchew!! All these temperature changes are giving Jazz a wicked cold!



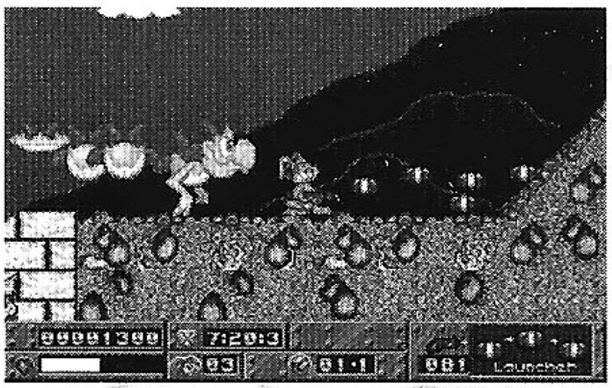
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Episode 5: The Chase is On!

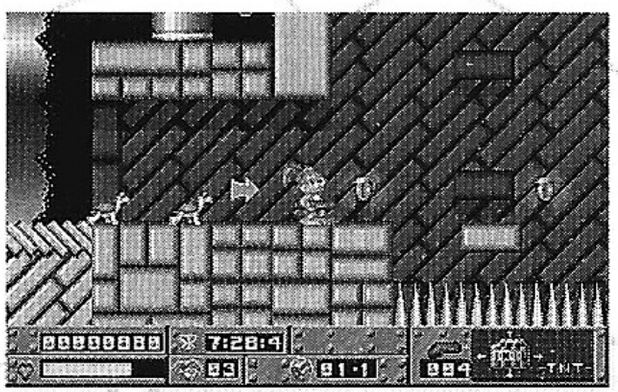
Jazz has Devan up against the ropes. Strike first, strike fast, strike hard!

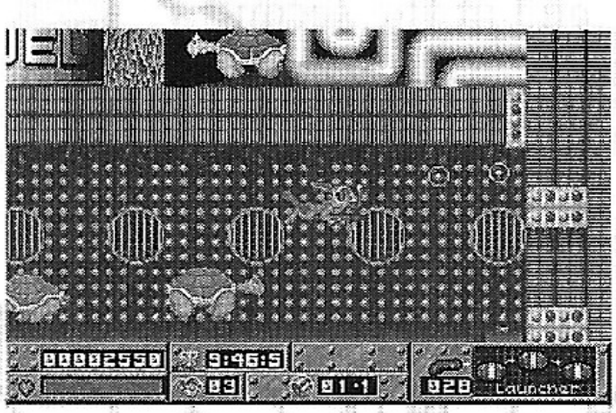
MARBELARA — This is the secret playground of Devan's elite SchwarzenGuards, a perfect place for them to play phaser-tag! Just make sure that you're not "it!"

SLUGION — The mazes within this planet house untold treasures... guarded by Slugs and Dragoons! Those Slugs sure are ugly, and the Dragoons aren't so hot either - get out of here quicky!



DREEMPIPES — 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 round red switches to raise and lower the water level!

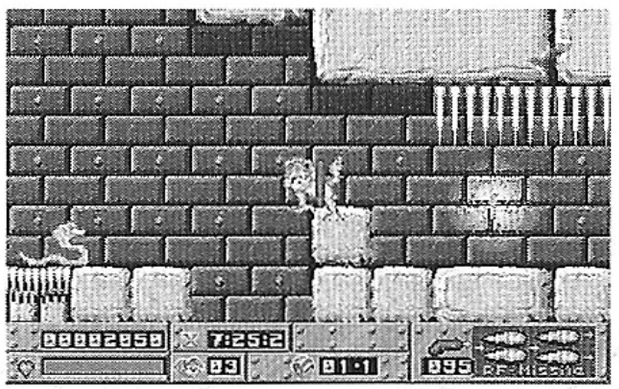




Episode 6: The Final Clash

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

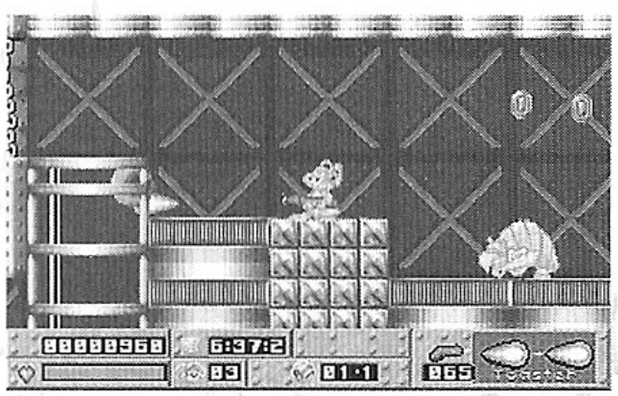
PEZROX — Enormous concrete blocks form impregnable mazes that Jazz must navigate while dodging lethal spiked balls. As the sun sets in the distance, Jazz can almost smell victory...or is that the smell of Devan's feet?



CRYSILI — 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!



THE TURTLE-GUNNER DESTROYERS! — 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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