

JUNGLE JOE



C64

VECTOR5
GAMES

Game play

Your objective is very simple, build your path to the level exit by using ladder pieces.

On your way, there are many puzzling choices to make. Avoid enemies and other hazards.

One level is divided into three checkpoints. When you die or do a restart, the game will continue on that checkpoint in which you currently are.

Level code

Each level has its own level code which contains also the total idols that you have collected in the game so far.

Joystick controls

Use the joystick in port 2 to move the player. Change the player's direction by quickly tapping the joystick on the left or right.

Controls with fire held down:

Hold joystick up

Build ladders upwards

Hold joystick down

Build girders to the left or right, depending on which direction the player is facing

Hold joystick left or right

Use the machete

Keyboard controls

You can access the in-game menu with the RUN/STOP key. In the menu, navigate by using the joystick and make a selection by pressing the fire button.

Press the R key to make a quick retry.

Enemies

You can kill enemies by hitting them with your machete.



Snakes move horizontally and cannot climb. If there's a gap or a wall ahead, snake will change its moving direction.



Bats move vertically.



Spiders move vertically.

Sticks



These are obstacles that you can clear by using your machete.

Idol



Remember to collect all these yellow idols that you see on your way. These will be valuable in the end.

Bridge



When the player or stone is above the bridge, it will slowly disappear and the player/stone will drop down.

Stones and doors



Push stones over pressure plates to open doors.



Once the stone is pushed over the pressure plate, it will break and cannot be pushed anymore.



Plant wall & spider web



These are obstacles that you can clear by using your machete.



Checkpoint exit



Walk here to advance in a level.

Spikes & water



Do not drop on the spikes or in the water. These are deadly.



Level exit

Make your way here to complete a level.



Credits

Programming Jani Parviainen

Graphics Jani Parviainen

Music Sami Juntunen

Sound FX Jani Parviainen

Cover art Jani Hämäläinen

Special thanks Ville Jokela

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