Contents for Jump Help

To learn how to use Help, press F1.

Introduction

About Jump
The aim of the game

Acknowledgements
Requirements

Registration

Register this copy of Jump
Register using CompuServe

How To...

Play the game
Start a new game

Other Information

Keyboard shortcuts
Contacting the Author
Jump Distribution

About Jump

Jump is a simple Windows game, based on an old favourite using marbles.

Jump was written in 1993-1995 by Steven Porter using Turbo Pascal for Windows 1.5.   Jump © 1993-1995 Steven Porter.   Portions of this product are copyright Borland International.

Aim of the game

The aim of the game is simple.   You must attempt to remove all the marbles from the board, but ensure that the last remaining marble is left in the centre position.

See Also

How to play

How to play the game

You must remove all the marbles on the board, but leave the last marble in the centre position.   Marbles are removed by 'jumping'.   For example, a marble can jump over an adjacent marble into the empty space beyond the marble.   The marble which has been jumped over is removed.   Marbles can jump horizontally, vertically and diagonally.

Marbles are made to move by clicking and dragging the pointer.

Start a new game

Key	Operation
F2	Starts a new game. You can alternatively select New from the Game menu.

Acknowledgements

Requirements

Jump requires the following minimum hardware to function correctly:

1 IBM compatible PC AT
2 Microsoft Windows 3.1
3 Mouse, trackball or pointing device

Registration

Jump is distributed as <u>shareware</u>.   This means that after an evaluation period (in this case 30 days) you must register with the author if you intend to use the software.

When you do register, not only will you receive peace of mind, but

- you will receive a register ID
- the annoying opening and closing dialogs will disappear
- you may receive other <u>shareware</u> material if required
- you may receive an updated version if required

There are several methods of registration available.

Please click on the appropriate method below for further information:

- <u>Credit Card Registration</u>
- <u>CompuServe Registration</u>
- <u>Postal Mail Registration</u>

Credit Card Registration

The registration fee is $15 US when registering by credit card.   The cost is slightly higher because of the additional expense of processing credit card transactions.   For an additional $3 US, an update disk (to include some additional <u>shareware</u> on a trial basis) will be shipped to you.

You can register by MC, Visa, Amex or Discover.

When registering by credit card you must quote:

- Jump
- Product ID **11832**
- credit card holder
- credit card number
- credit card expiry date
- your postal address
- your telephone number
- your email address, if applicable
- whether or not you require an update disk

Finally, to register do **one** of the following:

Telephone	•	800-2424-PsL or 713-524-6394
Email	•	71355.470@compuserve.com
FAX	•	713-524-6398
Post	•	PsL, PO Box 35705, Houston, TX 77235-5705.

Please note that the above addresses and numbers are for **credit card orders only**.   The author of Jump cannot be <u>contacted</u> at these numbers.   Credit card companies do not allow me to process orders, so please do not send credit card details to me - only the above listed contacts can handle the credit cards.

Queries about shipment, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site liscences, and non-credit card   orders must only be directed to the <u>author</u> personally.

To insure that you get the latest version, PsL will notify me the day of your order and I will process the registration within a day or two.

See Also

<u>CompuServe Registration</u>
<u>Postal Mail Registration</u>

Postal Mail Registration

The registration fee is five pounds sterling or <u>equivalent payment</u> in readily convertible currency or money order when registering by postal mail.

Registration payments should be payable to **Steven Porter.**

To register you should print out the <u>registration form</u>, fill it in and send it with your payment to this address:

Steven Porter
(Jump Registration)
27 Elm Place
Aberdeen
Scotland, United Kingdom
AB2 3SN

See Also

<u>Registration Form</u>
<u>CompuServe Registration</u>
<u>Credit Card Registration</u>

Jump Registration Form

Addressed To

Steven Porter
(Jump Registration)
27 Elm Place
Aberdeen
Scotland, United Kingdom
AB2 3SN

Registration

[   ] I wish to register my copy of Jump.   I enclose the registration fee of five pounds sterling (UK £5.00) or <u>equivalent</u>.

Updates

[   ] Please supply a   3.5 inch 1.44MB disk for latest version of Jump (and other <u>shareware</u> software on a trial basis).   I enclose an extra £1.50 (£3.00 for non UK locations) to cover costs of disk, duplication, postage and packing.

Details

Name: _____

Address: _____

                   _____

                   _____

                   _____

Telephone: _____

E-Mail: _____

Signed: _____

Keyboard short-cuts

Key	Description/Menu Equivalent
F1	Help/Contents. Allows you to view the help file.
F2	Game/New. Allows you to reset the game or start a new game.

registration payment

Payment for registration through postal mail can be done in a number of ways:

1 United Kingdom Bank Cheque
2 Eurocheques
3 Postal Money Order, written in UK pounds sterling
4 UK pounds sterling currency
5 US bank Cheque
6 US dollars currency

I suggest that $10 US is equivalent to £5.   Registrants outwith the UK should include the £1.50 equivalent in US funds for disk, duplication and postage if the update disk is required.

CompuServe Registration

Registering using CompuServe has some additional benefits:

- quick and easy process on-line
- you will receive notice of update releases
- you will receive your register ID sooner
- you will told how to locate my other software on CompuServe for downloading

The registration fee is ten US dollars when registering by CompuServe.   This is slightly more than the US equivalent of £5 because CompuServe claims 15% of the registration fee in commission.

To register using CompuServe, type **GO SWREG** at any ! prompt.   CIM users should click on the GO icon, and type SWREG.   Jump has a registration ID of **4273**.   You need this number to register on-line.

CompuServe will charge the registration fee of ten dollars to your CompuServe account, and notify me of your registration.   Once I receive notification of your registration, I will send you your register ID by CompuServe email, which you can type in to the opening dialog in Jump.

Users who register using CompuServe will not receive additional shareware by post, since all of my latest shareware is available on CompuServe.

See Also

Postal Mail Registration
Credit Card Registration

Contacting the Author

If you have any comments or suggestions about Jump or any of my other shareware, then please feel free to drop them in the post, or e-mail them to my CompuServe address:

Steven Porter
27 Elm Place
Aberdeen
Scotland, United Kingdom
AB2 3SN

CompuServe: 100421,505
Internet: 100421.505@compuserve.com

Jump Distribution

You are free to distribute this version of Jump providing the following conditions are adhered to:

All files contained within the original ZIP must remain unmodified.
All files contained within the ZIP must be kept together.
You must not distribute a registered version of Jump, nor should you reveal your registration ID to anyone else.

Please feel free to distribute the unregistered software to friends and upload onto electronic systems, including BBSs, Internet etc.

shareware

Programs and data distributed as shareware are not free.   The user may make full use of the program for a limited period (normally 30 days) after which he or she must register with the author of the software (if he or she intends to continue using it).   A nominal registration fee is charged to encourage further work and reward the author for his endeavours.