- \* Jiji's adventure series vol.2
- \* "Jiji and the mysterious forest" Chapter 1 \*
- \* Jiji's adventure RPG System Ver.1.0
- \* Copyright(C)1994 JIJI Release 1994/04/16
- Translated by Hitoshi Ozawa

Requirement: MS-Windows3.1 or higher

Correct color should appear properly on machines with only 16 colors.

"Jiji and the mysterious forest" is a sequence to "Jiji's fish???

[Jiji] "liit's a fish!!!"

[Jiji] "Oh, no, they're swimming away. Wait for me----!(bumpX\!#&)" Good gracious, dear me. Jiji, transfixed to the fish, didn't see that big round tree in front of his path.

[Jiji] "Oooooouch. Oh, no. They're heading into the forest"

Jiji, in fervor of chasing after a school of fish, found himself in

front the the deep deep forest.

[Jiji] "Where did the fishes go?"

Jiji catches a glimpse of the fishes swimming ever deeply into the forest. Jiji, mustering up his courage, decides to enters the forest.

Jiji enters the forest from the Northeast side. "The mysterious forest" is just the name Jiji uses to call the forest, and creatures of the forest calls it the camphor forest. This is because somewhere deep within the forest lives an age old camphor tree. Before he was born, the forest used to have a different name, but that was a long time ago. Unknown years has pasted since that name was uttered, that only few creatures now even remember the forest had a different name.

Oops, got a little bit sidetracked there, but the goal of this story is to pass through this camphor forest.

Files included in the archived file: Jforest.DOC The file you are reading right now Jforest.EXE Execution file

JFGRAPH0.DLL Graphics data file JNAZO.JRL +- scenario file JNAZO.FRF +/ JIJI.JBS Sound data file JIJI.MAP Map data file NYAO.WAV Meow .wav data file NYA.WAV Unneow .wav data file WAN.WAV Wan .wav data file

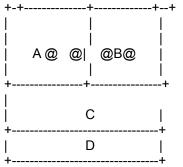
Copy all the files to the same directory. Of course, this file could be deleted after you finished reading it.

The program creates Jforest.ini under the \WINDOWS directory, so you should first delete this file.

If you saved the story, savefile.dat file is created in the directory where Jforest.exe resides, so delete this file also.

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|-| Jiji and the mysterious forest|



AFGame Window BFJij Window CFMessage Window DFButtons Window

Jiji is displayed in the center of the Game Window. Move the mouse pointer near where Jiji is. The pointer should turn into an arrow.

This arrow is points to the direction where Jiji is to move. Press the left mouse button while the arrow is showing. Jiji should have moved in the direction of the arrow. Release the button to stop Jiji.

The picture of the Jiji in the current condition is drawn in this windows. Refer to this picture to decide on when to eat a lunch ( $^{-}$ ).

\* File

Save and load the story in progress. Naturally, you won't be able to load unless you save a story first.

\* Lunch

Eat strawberry and silvervine to regain strength. This command also appears when right mouse button is clicked in the Game Window and the Message Window.

\* System

1) "My Walking Pace" Control the scroll speed. Adjustment of

this speed depend on your computer speed. Save this setting by choosing File|Save buttons. 2) Have BGM Turn BGM on and off. 3) Have sound effects Turn replay of \*.wav files on and off. \* Bye-bye End the game. \* About Display copyright message. \* Scratch Jiji's favorite mode of attack. There's pretty much power behind that scratch. \* Jiji Punch Not as powerful as the Scratch, but Jiji won't get tired as much. Saying that much, there probably isn't that much difference. Well, it's probably alright if you always scratch. \* Lunch When Jiji is totally exhausted during a combat, eat a lunch. Similar to the Lunch button, Jiji's strength will recover. \* Run-away Run-away from the enemy. Depending on Jiji's current strength and fate, Jiji may not succeed in running away. This program uses System Font. If your system is set to display in other fonts, some message might not appear correctly. Also, BGM sometimes will suddenly stop. The causes are still unknown (T T). For finding bugs and giving other advices, I want to thank NITARIS, DZ, and MD-V-MAX. I want to thank DZ especially for the \*.wav data (^\_^)v. Thank. I'm DZ. I promise Jiji that I'll record my cat's voice and made him wait a while. Sorry for that Jiji. Profile of my cat: Name: Mi-chan (^ ^; simplistic name, isn't it. The real name seems to be Mi-ko. Type: Tortoiseshell Gender: Female Age: Unknown - because she was a stray cat. Seems she's been here for about 9 years. [WAVE recorded: April 5, 1994]

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\*.wav files are copyrighted by Mi-chan and DZ. Do not distribute \*.wav files without the program.

Developers of this program will not take financial, legal, nor any other responsiblities for damages that may result from usage of this program.

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