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

Content of the story *****

The main character of the story, a black cat named Jiji, continues on a adventure to find the country of fish. Recently, while starving in the meadow, Jiji sighted a school of fish flying by. Jiji eagerly sets out chase after them.

[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.

Goal of the game *****

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.

Installation *****.

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 +/
 JJI.JBS Sound data file
 JJI.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.

Uninstall *****

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|
+--+-----+--+
|                                     |
|      A @  @|  @B@                  |
|                                     |
+-----+
|                                     |
|              C                      |
+-----+
|                                     |
|              D                      |
+-----+

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- AFGame Window
- BFJij Window
- CFMessage Window
- DFButtons Window

How to Play *****

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 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.

Jiji Window *****

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

Button Window *****

* 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.

Combat Commands *****

* 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.

Bug *****

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).

Acknowledgement *****

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.

Now for a message for DZ *****

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]

Copyright *****

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JJI: Nifty-Serve: VFB01170
Hitoshi Ozawa CompuServe: 100220,3402