Readme

COLLABORATORS

	TITLE : Readme		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 22, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Readme

1.1 main

```
                              JUNGLE ESCAPE
                   ========================================
                     Programmed in Blitz 2 by Dave Boaz
        Main GFX and Animtion done in Dpaint by Stephan Boaz but some by Dave Boaz
                       Designed by Stephen and Dave Boaz
              The sound came from the Sounds Terrific CD from Weird science
```

How to run Jungle Escape :
1.   Right first this game should run directly from Floppy disk just put
     it in the drive

2.   ALSO THIS GAME SHOULD RUN DIRECTLY FROM A CD compilation IF these
     instructions are followed!
      Right their are two disks BJUNGLE1 and BJUNGLE2
      A new Drawer needs to be created it doesn't matter what it's called
      but I will call it JUNGLE for example.
      Now BJUNGLE1 and BJUNGLE2 both need to be copyed to the New Drawer
      JUNGLE.
      Now open BJUNGLE1 and you will find an Icon RUN, copy this from BJUNGLE1
      to the new drawer JUNGLE.
      So now you have a new drawer called JUNGLE with both BJUNGLE1 and
      BJUNGLE2 in it as well as the RUN Icon.

     When this is done to run the Jungle escape game just Click on RUN
      and it should run from CD. (note do not Click on RUN if it is in BJUNGLE1 ↩
         or BJUNGLE2)
      I also recommend that the Readme and the DOCs file are moved to same
      drawer as the RUN Icon

3.   To run the game from Harddrive just do the same as above!

Take a look at the Docs file.