



DreamFactory

SPACEMAN JAX

SUPAPLEX

You're Murphy, bug hunter extraordinaire, exploring deep inside a crazy computer. The only way out of each brain-teasing level is to collect the infotrons and this is where the fun begins! Snik Snaks must be avoided at all costs...and falling Zonks will trap the unwary...exploding discs, electrons and ports add up to the coolest action game around!

MENU

- New Player:*** Point and click the mouse on the yellow box then enter your name and press "Return".
- Delete Player:*** Select the player, click on the yellow box and then press the "OK" button to delete. Abort by pressing elsewhere on the menu page.
- Skip Level:*** Click on the yellow box to skip the current level. A maximum of three levels can be skipped.
- Statistics:*** Select this option to give the player's statistics.
- Gfx-tutor:*** Click on the yellow box to display the graphic symbols used in the game.
- Demo:*** Click on the yellow box to start the self-running demonstration of the game.
- Controls & Sound:*** (IBM Only) Select the sound source and joystick.
- Current Positions:*** Shows the player's name, current level and time spent playing the game.
- Player:*** Choose the player.
- Hall of Fame:*** Lists the best 3 players who have mastered all 111 levels.

Current Game

<i>Parameters:</i>	Shows the name, level and total elapsed time of the currently selected player.
<i>Message Line:</i>	Messages and text input window.
<i>Level list:</i>	Lists all 111 levels. Green are completed, yellow is the current level, red are not yet playable and purple indicates a skipped level (Blue on IBM).
<i>Two Discs:</i>	Load new data for levels above 111.
<i>OK:</i>	Starts the game or answers the message line.

CONTROLS

Menu

<i>Fire Button:</i>	If a valid player is selected, pressing this will take the player into the game.
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Game Play

<i>Joystick up:</i>	Move upwards (Unless the player is in a zone with gravity).
<i>Joystick down:</i>	Move downwards.
<i>Joystick left:</i>	Move left.
<i>Joystick right:</i>	Move right.
<i>Fire button:</i>	Plus joystick direction will make Murphy remove the object in that direction if it is removable.
<i>LH mouse button:</i>	Aborts the game. ("ESC" key on IBM)
<i>RH mouse button:</i>	Pause the game. ("P" Key on IBM)

IBM Version

<i>ALT - J:</i>	Centre the analogue joystick and press ALT and J to calibrate.
<i>Keypad:</i>	Use the cursor keys 2, 4, 6, 8, to move.
<i>Space Bar:</i>	Fire button.

GAME PANEL

Top Line: Player's name and elapsed time on this level (added to total time).

Bottom Line: Current level number, level name, and the number of infotrons required to finish the level.

THE CAST

The Gfx-tutor shows what each of the objects looks like and its name.

Murphy: The player. 

Infotron: These are what Murphy has to collect to complete the level.

Zonk!: When possible they fall downwards, or over the edge of RAM-chips. If they fall on Murphy they will destroy him with an explosion. They can be pushed left or right by Murphy, but only one at a time.

RAM-Chip: They are massive obstacles, but they can be removed by explosions.

Hardware: These are fixed obstacles.

Orange Disc: These will fall downwards when they can, and cause a nine field explosion when they land. They will also explode if something drops on them.

Red Disc: These are collected by Murphy and can be dropped and primed by pressing the fire button for a few seconds. Be sure to move Murphy out of the nine field explosion in time.

Yellow Disc: These can be pushed around to the desired explosion location. All of the yellow discs on the level will then give a nine field explosion by pressing Murphy against a terminal.

Terminal: Used to explode yellow discs.

One Way Port: Murphy can only pass through these in one direction.

- Dual Port:** Murphy can pass through in both directions.
- Cross Port:** Murphy can pass through in all 4 directions.
- Base-X:** They are removed by simply walking on them.
- Bug:** Same as Base-X except they are infected by a bug. Do not walk on them when the bug is active.
- Snik Snak:** These are moving enemies. Do not touch them as they will destroy Murphy with an explosion. They can be destroyed by dropping zonks onto them which causes a nine field explosion.
- Electrons:** These are similar to Snik Snaks but they store important infotrons within them. To release the infotrons you must crush them with a falling object.
- Exit:** After collecting the required number of infotrons, the level can be exited by pressing Murphy against the exit.

