

# Tell of the Jungle



# The JILL Saga

## Installing the games

To install the *Jill* trilogy, make sure you have at least 3 megabytes free on your hard disk.

Note: If you are using *Stacker*, *SuperStor*, or another hard disk compression utility, you need to install Jill onto a non-compressed partition of your hard disk. This is usually the F: or G: drive; consult your appropriate manuals for instructions on creating an uncompressed volume. If you are using DOS 6.0 or 6.2, load as much as you can in high memory and install Jill on a drive that is **not** compressed with *Doublespace*

Put Disk #1 in your drive and type either:

**A:INSTALL** If the disk is in the A drive

**B:INSTALL** If the disk is in the B drive

## Starting up:

To start Volume 1, just switch into the JILL1 directory and type JILL1 from the DOS prompt -- and you're ready to begin. Type:

C:

CD \JILL

JILL

## Requirements:

- 4, 16, or 256-color graphics
- 80286 or faster processor recommended
- 512K memory and DOS 3.0 or later

**Hint:** This game is equipped with a "Save" feature -- so remember to save your game often. Later on, if your bratty little brother unplugs the computer while you are playing, you won't need to start over!

## **Troubleshooting**

If Jill locks up when you first run the game, type:

*JILL1 /NOSB* (if you don't have a Sound Blaster)

*JILL1 /SB* (if you do have a Sound Blaster)

If Jill is giving you intermittent problems, boot from a blank floppy disk with no TSR's in memory. You might possibly run into problems with:

- Memory managers like QEMM
- Disk Caches
- Any other kind of TSR program

Also make sure your FILES= and BUFFERS= lines in CONFIG.SYS are set to at least 25.

### **Sound Blaster owners:**

Jill sports a musical sound track and digitized sound effects. If you experience trouble with Jill (lockups or aborts), try booting from a blank floppy disk with no TSR's loaded. If this doesn't solve the problem, your best bet is to TURN OFF THE DIGITAL SOUND EFFECTS.

Sorry, Jill doesn't support the Adlib card. Only Sound Blaster and true compatibles.

# Jill of the Jungle Hints & Tricks

By John Pallett-Plowright

## MAIN MAP

How do I get up the right cliff at the very beginning to get those apples? *After you get the extra jumping power in the map, Jill can jump high enough to get them.*

How do I get enough gems to get into the dungeon AND get the bonus!  
*If you complete levels 6 and 7, and work your way through the hut, you'll have enough gems.*

Once I get the extra jumping power after the bonus level, what can I do with it? *There are several secrets on the map - you can use it to get those apples at the beginning, for example...*

How do I get into the second bonus area? *Once you have left the dungeon, climb the cliff to the right of the exit, and you will find a switch. Once this switch is switched, you can return into the dungeon and get the bonuses.*

Are you being sued for your various snide remarks? *Actually, not just yet.*

## THE BOULDER LEVEL

How do I get that "JILL" that's above the start? *If you keep at the top of the marble blocks, you'll see a bridge that leads left - cross that bridge to find the bonuses.*

What the heck is the little passage above the exit? *If you go back a little, you'll see a big hole with two spikes at the bottom, on either side. Jump down this hole, and you'll find a little secret passageway (with some vicious monsters... er... whatever they are). Actually, this secret passageway has no obvious purpose at all, but frogs can fall down it.*

Why do the frogs keep killing me? *They are a rare species of Carnivorous Jungle Frogs. Rumor has it that they have mutated to be able to leap tall buildings in a single bound, and they seem to dodge knives (infuriatingly). If they keep killing you... well... cut 'em up! (Easy to say!)*

## THE DARK FOREST

How do I kill those stupid bees? *Again, those bees are Jungle Bees. A knife won't hurt them (when's the last time YOU tried to kill a bee with a knife?), but you can slash their hives to shreds...*

Why do I keep getting drilled in the head by falling stalactites? *Stalactites fall when the ground below them is shaken - if you stop right before a stalactite, it will fall in front of you instead of ON you.*

Why does the lava keep killing me? *You keep jumping into it.*

What can I do with the extra jumping power? *If you go back through the underground tunnel, you can find a bonus area. Jump just as you leave the tunnel (by the Ground Vines), and you'll see a vine that you can grab onto and climb into the Secret Branches.*

Why do the giant ants keep killing me? Why can't I kill them? *You CAN kill them. However, they are close to the ground - when Jill throws a knife, she is careful not to stick it into her foot. Instead, she throws it at shoulder level.*

## THE HUT

How do I avoid getting killed by boulders? *Jump over them - they will roll under you.*

What does the giant skull do? *Actually, that skull is a guardian set up by the witch doctor who owns this hut. The skull takes a visual of Jill, which will be sent by the latest in electronic mail technology to the Demon's Hideout (in Part 2).*

## THE ROCKY FORESTS

What is this Death Blade? *It is an enchanted weapon that Jill uses - it is much more damaging than normal knives.*

What does "Go Up" mean? *Actually, it means go LEFT. If you go left, you will come to a PHOENIX token, which will allow you to become a fiery bird.*

What can I do as a phoenix? *You can fly back where you came from, collecting the fruits hidden in the skies above the waterfall and the rocks. Then, go UP where the signs originally said go UP, and you'll come to two crocodiles, guarding two bridges. At the SECOND bridge, you can go UP again, and collect a bonus (look up the left wall to see the passageway to fly up)*

## THE CASTLE

How do I get that key? *Jump on the platforms that are a little lower than the rest (found above the "Tricky" sign). Keep doing so until you can jump over the wall between you and the key. This is hard to explain, you'll just have to try it yourself.*

Is there anything else I should know here? *Just GET the keys and GET out of the castle! (It's big, yes, but there are no real tricks to it!)*

## BONUS LEVEL 1

How do I get up to the door? *First, get the key.*

How do I get the key? *Go to the Stone Vault that's above the entrance. Make your way up and you'll find the key.*

What can I do with that switch in the Vault? *To switch it, you have to JUMP under it, then press UP/DOWN when you are level with it.*

Ok, so how do I get up to the door? *Climb to the top of the wooden pyramid that's to the right of the door. Then, you can jump to the door and get the super jumping power.*

Does Jill get a headache from hitting her head on the ceiling all the time? *No - she has a perm that provides adequate protection against the hardest of knocks.*

### ARG'S DUNGEON

Who is Arg? *Take your pick:*

- A) Elvis in disguise*
- B) What you say when you can't complete the level*
- C) Jill's boyfriend*
- D) One of the background puppets on Sesame Street*

ARG! How do I complete this level? *First, destroy all of the breakable blocks to the left of the entrance. Then, head down and figure your way out of the elevator maze. (HINT: Go up). Once you have done that, you can get the key, and then you can break all of the blocks to the right of the entrance, and open the locked door.*

### PHOENIX MAZE

Why do I die when I try to fly through waterfalls? *I don't die when Jill jumps through them as a human! You are a phoenix, made of fire.*

What are those ghosts doing here? *They are there to annoy you. Unfortunately, they can also hurt you, and you don't have any power pellets to help you... (but you CAN shoot them).*

### KNIGHT'S PUZZLE

HELP! *Ok, this one is a little tough. First, you've got to flick the switch to the RIGHT when you fall beside it. Then, get the key and go through the door. Next, hit the switch above the "I". Fall again, then go RIGHT. Hit the switch to the right of the "I", then fall AGAIN and go LEFT this time. Then, you can get the last switch which will let you exit (to the right). You have to see this puzzle to believe it!*

Ok, so that's the first part... what about the Six Switches? *The Six Switches operate walls that will either disappear or reappear as you switch the switches. The configuration that will let you through (or at least one of them), is, in order:*

*Up Down Up*  
*Up Down Down*

How do I get past the part with the disappearing floors? *Get all four keys and open the four doors. You'll have to use your death blade to destroy the destructible blocks around the keys.*

## BONUS AREA 2

Who is "Tim 1992"? *Tim? Tim Sweeney is the programming genius who developed Jill after several months of hard work. He is funny, intelligent, and single. He is also my BOSS, which is why I won't mention his immense ego or any of his other faults in this sheet.*

His ego? *Great. Thanks a lot. Really, I didn't need my job. It's OK, I don't mind being fired. You'll be hearing from my lawyer in the morning...*

## DARK FOREST 2

How do I get past the lake? *Take the underground tunnel under it. This level doesn't really have many tricks to it (except one - DON'T jump on the spikes)*

## UNDERGROUND RIVER

Neat! I'm a fish! So how come I can't swim? *Ok, you have to get used to the controls. Up/Down/Left/Right will swim in the directions they point, and by pressing shift, you can add a little push in the direction you're going.*

Where are all the gems? *There are 3 gems you have to get as a fish, a human?)*

What is a "Fish-Bullet"? *I don't know - Jill fires them by flinging them with her tail, though.*

## YET ANOTHER PUZZLE

Now I'm a frog - what is the difference between a "Leap" and a "Hop"? *"Leap" has four letters, "Hop" has three.*

What caused those clouds to be such a strange color? *Pollution - they are acid rain clouds.*

What is the giant "M"? *"M" for "Megagames"!!! It won't hurt you, but it will open up the way to the exit when it falls.*

## THE PLATEAU

What are the trees in the background? *That is Jill's view of the surrounding, rolling hills and lush vegetation of the jungle from the plateau (which is high up). You can even see sparkling lakes from up here!*

Are there any secrets here? *No - just get the key and go into the altar.*

## THE ENDING SEQUENCE

What are those planets? *Jill has had a long day, and it's nighttime as she flies to the mystic mushroom grove.*

What is the mystic mushroom grove? *Buy volume 2 and find out! (Geez!)*

# **Jill Goes Underground**

Hints by Tim Sweeney

## **LEVEL ZERO**

How to I get past all these weird inchworms and bunnies? *You'll need to be creative to aim your knife at them. One trick is to jump up and throw the knife in midair, and another one is to throw your knife, then walk down, off the side of a mushroom.*

## **LEVEL TWO**

Hint: There is a secret passage hidden around here!

## **LEVEL THREE**

How do I get past those little green dudes without getting burnt? *Watch them carefully, there is a pattern to their fire-breathing.*

## **LEVEL SIX**

Hint: There is a cool bonus area near here, but you can't get to it right away.

How do I get past this \*&#^%&^% "High Jump"? *This is easier than it looks; just keep moving to your right and JUMP!*

## **HECK**

Whoa, what am I supposed to do beneath Heck? *You need to find seven keys to open the doors at the lower left of the level.*

## **LEVEL TEN**

How the heck to I get through this mess? *The secret is to turn the switches on and off at the right time, to maneuver the boulders around to let you pass through.*

## **LEVEL ELEVEN**

Now what?!? *The switches at the end of the level need to be set just right. Once the switches are flipped, go turn off the switch at the bottom of the pit, and return to where you started. Something has changed. Combination:*

**OFF ON OFF ON ON ON**

## **DEMON'S HIDEOUT**

ARG! *You need to find four keys. Each key is hidden in a room at the bottom of an elevator (there are five elevators). The maze is really tricky! Hint: There is a key at the top of the maze.*

## **BONUS LEVEL**

HINT: *Keep saving your game, and jump carefully!*



## LAND OF ETERNAL WEIRDNESS

Are there any bonuses here? *Yes! You can go into the red area beneath the frogs and pick up the apples.*

What about the green and red elevator maze? *First get both keys, then get the "arrow" to give you more jumping power. Then jump up to the top.*

What about the darned bird that keeps flipping switches? *I dunno, you'll have to figure this one out for yourself.*

### LEVEL SIXTEEN

How come the spikes keep killing me? *Because you keep jumping into them. Jump more carefully!*

### LEVEL EIGHTEEN

Where the heck are the keys? *There are four keys, one in each tunnel. There are five gems hidden in the lava tubes, which you'll need to get as a phoenix.*

## Jill Saves the Prince

### LEVEL 1

Go down the cave on the right, walk left, and climb up. After getting the key, go to the right edge of the board, climb down, and turn the switch off. Ta-dah!

### LEVEL 2

Fight your way to the left end of the board, get the key, and come back.

### LEVEL 3: THE DAM

First get the extra jumping power by jumping through the lower waterfall, climbing up, and jumping down the black pit. Journey left and go up. This puts you in the area to the left of your starting point. Blindly jump left across the water, and fall down (Jill has learned how to swim.) Transform into the bird, then fly to the upper-left part of the game board.

### LEVEL 4: SECRET FOREST

Fall down the first waterfall. Go to the left and obtain the key, then come back up, and fall down the waterfall to the right. After transforming into a fish, journey back up and exit the level to the left.

### **LEVEL 5: AERIE**

You need four keys to get through the doors. After getting through, ride the elevators up for some cool bonuses.

### **LEVEL 6: AQUEDUCT**

Yes, there is an aqueduct in the middle of the Jungle, and you need to find your way through it.

### **LEVEL 7: SHIP**

You need to get the three keys from the upper masts of the ship. Take the keys below deck and redeem them for three gems. You can't shoot the green guys, so avoid them. Lead them out into an opening, then jump over them.

### **LEVEL 8: MEGA PUZZLE**

The key you're looking for is located at the very top of the tube on the upper-right hand part of the screen. It's a big climb!

### **LEVEL 9: JAIL**

After turning into a fish and back into Jill, go left, jumping over the rocks in the water. This brings you the spinning blade.

### **LEVEL 10: TRICKY PUZZLE**

1. Turn into a frog, swim through the water, and get the spinning blade and bonus apples.
2. Transform back into Jill. Use the blade to break through the wall of boulders, and turn the switch off.
3. Now go to the passage above the boulders, go right, and get the key.
4. Open the door on the left of the screen and turn into a bird. Fly to the top to obtain the needed gem.
5. Get out and climb over the pyramid, heading right.

### **LEVEL 11**

First, nail the frogs with your knives and go left to get the key. Come back and journey down the dungeon. Jump over the knights carefully. The key is at the bottom right of this place. The giant skull at the level's end doesn't hurt you.

## **LEVEL 12**

Save the game very often! You need four keys to escape, but there are five keys hidden around here: (1) The very right, top of the screen; (2) Up from the right bottom; (3) at the top of the center vine, by the shrubs, (4) Two keys past the clamshell-things on the left.

## **LEVEL 13 & BEYOND**

You've come a long way. Now you must save the Prince in the castle.

## **Important Changes to the Jill Saga Hint Manual**

Due to changes in the file structure of the Jill Saga, the "Starting Up" section of the hint manual is no longer correct. To start the game, type:

**C:  
CDJILL  
JILL**

This will bring up a menu screen that will allow you to choose the episode you wish to play.

There appears to be a conflict on some machines with hard drives compressed by Double Space, the disk compression utility that comes with DOS 6. Symptoms include system lock-ups, especially during disk accesses (saving or loading a game). We strongly recommend installing the Jill Saga on an uncompressed partition of your hard drive, usually drive H. Please refer to your DOS reference manual for more information about Double Space and instructions on increasing the size of the uncompressed partition.

# **Epic MegaGames**