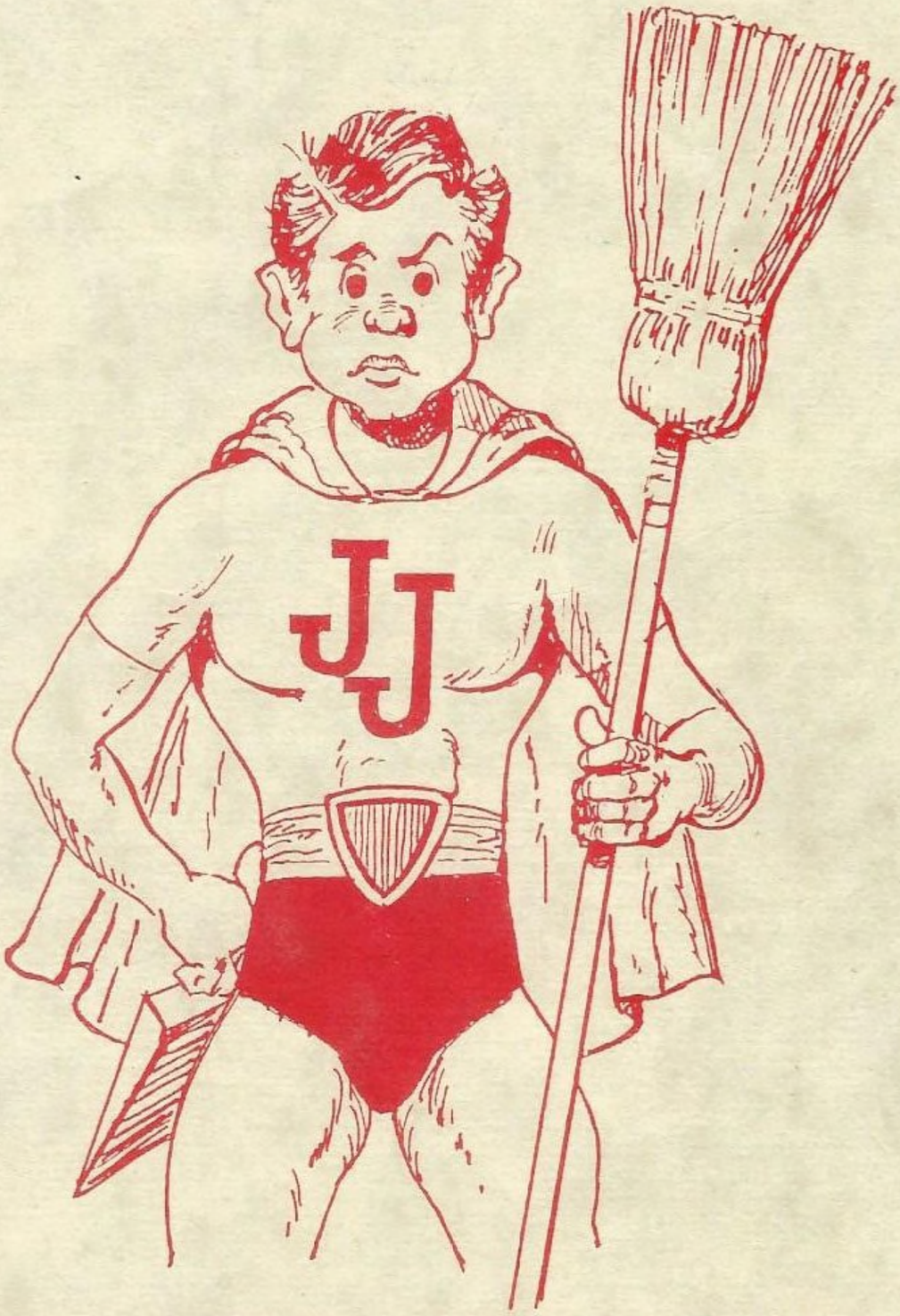
JUNKMAN JR.



MINIMUM REQUIREMENTS

- TI-99/4A Home Computer
- Joysticks Required

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Junkman Junior

The Slime Lords have subverted some of earths populace. These crazied souls have aided the Enemy by trashing and polluting everthing in sight. The Trash Aeronautical and Sweeper Administration (TASA) have a heavy Trash Freighter earthside for a trash pickup. This is a critical mission as the pollution has risen almost to the level where the Slime Lords can enter thru a Trash Door from the 9th Dimension!!

Somewhere between the Dawn of Time and the End of the Universe (well, actually, Burrwyn, USA, 2087), there arises a mighty hero unsurpassed by any heretofore or hereafter seen: the Mighty Junkman Junior!

Disguised as Randall Packer, mild-mannered reporter for the Daily Reader, he is aided by his Faithful Dog, Tinker. However, since Tinker, was knocked permanently senseless by a stray trash can, Junkman Junior has had to fight singlehandedly a never ending battle for truth, justice, and really clean streets. His opponents, ever-vigilant in their desire to litter the streets of Burrwin, have unleashed a hellish array of really horrid beasties upon him, ranging from the over-playful MicroDogs to the slimy Dungthings, and have filled his path with tricks and traps to protect their carefully-strewn garbage.

However, the strain of working without assistance has become too much for him; The trash must be collected so the Trash Freighter can leave before the pollution level activates the Trash Door. Junkman Junior needs your help!

With your faithful joystick controller in hand, you gently insert the Junkman Junior cartridge into the module slot on your TI-99 4/A, ignoring the cries of fear from petty litterers in the street! Turning on your console, you see the familiar epigram 'Press any key to begin'. In doing so, you are faced with a decision: Help Junkman Junior battle the litterbugs of the world, or ignore the whole thing and mess around in Basic. Undaunted, you press on (on the '2' key, to be precise), and begin your adventure into the world of Junk.

After enjoying the title music and (if you wait for the music to finish) viewing a panorama of the eleven different areas where junk may be found, you again press a key! Suddenly, a puzzle arises; What is the meaning of this cryptic message: 'DIFFICULTY'. Suddenly, as if in a dream, you realize that you have a choice, the world is your oyster! You may give the computer any number from 1 to 9. If you press 1, you will be hurtled into a whirlwind of motion, where the merest touch of your joystick sends you flying across the screen. If you press 9, you will sink gently into a slow and sullen world, where time is meaningless and lunchtime doubly so. The decision is yours, but you feel, that pressing 4 would perhaps be the wisest choice.

Game by Steve Mildon - Module version by Stephan Meyers
Manual By Stephan Meyers and W.R. Moseid
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Junkman Junior

Whatever your decision, you find yourself suddenly transported to the very Heart of Burrwyn, an area entitled 'No Big Thing'. You move your joystick and find, as expected, the Junior Junkman on the screen moves in correspondence to the motion of the joystick. Pressing your joystick button, you discover... nothing. You press the button again, this time holding the joystick up. You pop up into the air in a spectacular display of aerobatics! Experimenting, you find that by pressing the button while holding the joystick in the direction you wish to go, you are capable of huge jumps! You see ladders to climb up and down; wide-grained ropes, easy to slide down, and fine-grained ropes, suitable for climbing up. There are girders to walk upon... However, what you notice most of all is the junk; You don't know exactly what it is, but it certainly doesn't belong - little tiny rings of an unknown substance. You walk near one, step on it, crushing it, and pick it up. A noise is heard and it disappears, replaced by an addition to the number in the lower right of your screen... But wait! The number above it is getting smaller! "You mean I have to get all that junk before the time runs out?!" you moan helplessly! A small voice appears in your head: "No, silly, that's the Bonus. Try to go as fast as you can to get the most Bonus points!" Reassured, you begin to clean up the area. Just as you are about to walk upon the last of the pieces of junk, you hear a noise like a tiny bark... Could this be the dreaded MicroDogs?

Yes, the MicroDogs! Tiny creatures no larger than a period, they are vicious, able to tear the life from you with but a touch, and intelligent enough to know when they've got a straight shot at you. They don't move that fast, however, and they will only chase you if you are directly above or to the side of them, and sometimes not even then. They are dangerous, but survivable, and are Junkman's prime enemy. They will follow you throughout Berwyn, allowing you only brief moments of respite, which are usually broken with the attacks of the other creatures in your path.

You complete your cleanup of this area, and are confronted with another. You note the presence of still more MicroDogs here in this level, 'Shoot Shoot'. As you begin to collect junk, you singe your eyebrows when a flame leaps up next to you! Yes, now you must contend with both the MicroDogs and a deadly Junkfire! Oh no! Your last Junkman!

Beaten and disconsolate, you look at your high score and press a key to begin again... This time a little slower. You take a deep breath and plunge back into the fray, ready to aid Junkman Junior again in his battle to keep his city, and America clean!.

Remember folks : Give a hoot, don't pollute!

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