

Official JumpIN Video Game Manual

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How do launch JumpIN?

1. Locate "Game.zip" in the project's root folder
2. Extract "Game.zip" to any where you prefer
3. Open a command prompt and change the directory to where you extracted "Game.zip"
4. Run "`java -jar game.jar`" to execute the runnable .jar file
5. Congratulations! You have launched JumpIN

I've launched the game, now what?

1. After JumpIN has launched, you will be prompted to choose a level to load into the game. Navigate to the "levels" folder and select any of the four files and press "Open".
2. JumpIN will scan the file and create a level based on its data. You may even create your own levels by importing your own XML file.

How do I play?

1. To move the Fox and Rabbit game pieces, left click anywhere on the hole(s) that they are inside of. The piece will be outlined in red indicating that it is selected, and the yellow glowing spaces indicate where the piece is able to move.
2. Click on the corresponding yellow glowing space of where you want the piece to be moved.
3. To reverse your moves, click the "Undo" button to cycle backwards an unlimited history of board states and click "Redo" to cycle towards the most up-to-date board state
4. Stuck on a level? Click the "Find Solution" button and type in how many moves deep you want the solver to check (e.g. 6 moves). If a solution is found, click the "Do Best Move" button to get one move closer to the victory or click "Show Solution" if you give up.

Save/Load Features

Save

- To save the current state of your game board, click the "Save Level" button and navigate to where you wish to save the file, name it, and click "Save"

Load

- To load an existing level file, click the "Load Level" button and navigate to the location of an XML level file, select the file, and click "Open"