

# JIMBO'S SEARCH

INSTRUCTION BOOKLET

***This is a Concept Demo and does not reflect the final product.***

## Credits

Graphics           Bård B. Ildgruben - baardbi  
Sound Design    Patricio Pereira - DREXEGAR  
Programming    Bård B. Ildgruben - baardbi

***Special Thanks to:  
GRADUAL GAMES  
Famitracker  
and the rest of the  
NESmaker family.***



This game was designed with **NESmaker** that has been create by the new 8-bit heroes **JOE GRANATO & JOSHUA FALLON.** Please support the new 8-bit heroes and other games & demos made with NESmaker!

*The new 8 bit heroes.com*

*GG Sound Engine  
Provided by*





## **PROLOGUE**

Nosey Joe has been kidnapped by a group of unknown criminals! Control Detective Jimbo Chase to find Nosey Joe as you fight your way through Criminals with gun, bombs and even killer fast robots! Search for clues!

## TITLE SCREEN



**START :** PRESS START to begin.

# HUD & GAMING INFO



1 HEALTH BAR

2 SCORE

3 BOMBS

4 LIVES

# CONTROLLING JIMBO

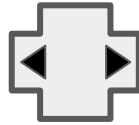
## DUCKING

Press down to avoid enemy bullets.



## RUNNING

Press left or right to run in that direction.



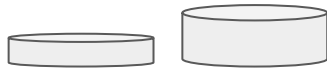
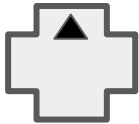
## JUMP

Hit the A button to JUMP.



## SHOOT

Press the B button to ATTACK.



## THROW BOMBS

Hold Up and then Hit B button to unleash an exploding bomb!

# JIMBO NOTES

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