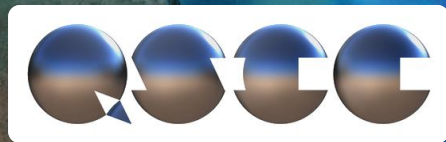




Jake & Peppy™



JAKE & PEPPY

- ALPHA PLAYABLE PREVIEW -










Apollo Originals



JAKE & PEPPY V0.80A GAME INFORMATION

Requires Apollo V4/V4+, core version R5 or higher

| | | |
|---|---|---|
|  |  |  |
| OS | Controller | Display |
| AmigaOS or ApolloOS | Keyboard or ApolloOS USB gamepad | 640 x 480 |
|  |  |  |
| 68080 AMMX | 16-bit Audio | Players |
| Yes | Yes | 1 |

| |
|---|
|  |
| Age |
| 7+ |





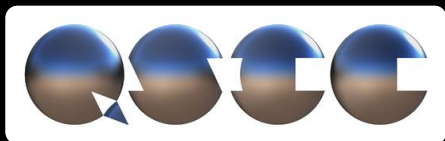
INTRODUCTION

Welcome to the wonderful world of Jake & Peppy™!

Jake & Peppy is a brand new action-RPG-shooter for the Amiga compatible V4 computer from Apollo!

Take control of your ship and free the universe from the Evil Ancient's, who in their madness have corrupted the peaceful inhabitants of the galaxy.

This alpha preview enables you to test your skills and provide feedback back to the developers.



developed by: QSEC Team

Apollo Originals





INSTALLATION

Unpack “Jake and Peppy – alpha preview.lha” and run from a drive with write access (such as DH1, or RAM). It is not recommended to run direct from SD card slot due to much slower read speeds.

Start the game by double clicking the game icon:



The game saves the players progress after exiting each level. Please do not turn off your V4 at the end of a level as this may corrupt your save file.

It is recommended that you run the game from a clean workbench, after a reboot. Being connected to the internet when running may result in performance drops. This game is designed to run at 60 FPS.





GAME CONTROL

Controller Options

General gameplay of Jake & Peppy is controlled by either keyboard or an Apollo USB gamepad (or compatible)

Keyboard functions:

| | |
|-----------------|--------------------------|
| Direction: | Cursor keys |
| Thrust: | Left SHIFT / Cursor keys |
| Shoot/interact: | Left CTRL |
| Shield: | Z |
| Resurrect: | R |
| Kid mode: | K |
| Exit menu: | Esc |
| Select/start: | Enter |





GAMEPLAY



HUB: After Pressing START/ENTER at the Title Screen, you will enter the HUB. This is your gateway to the galaxy! Move over an icon and press the fire/interact button. Note that only some options are available in this Alpha Preview version!

IN GAME: Your coins are show in the TOP LEFT of the screen. If your mission is to collect keys then a remaining key counter is shown below the coin counter.

Your work-in-progress Peppy HUD shows your life (red bar) and the experience bar to the next level (yellow).

There is no other functionality here yet.



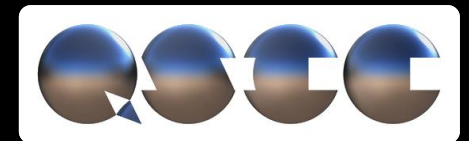


DEVELOPER COMMENTS

QSEC Team is proud to bring you one of the first original titles for the magnificent Apollo V4, the true next-generation Amiga!

We know that good things take time, and that Amiga owners are used to waiting. However, after almost 18 months of development, we have decided to bring you a very early playable preview of our game to provide you with a taste of what's to come, and also for you to contribute to the game's development by providing us with constructive critical feedback.

We know that the game is unfinished. There will be bugs (please report them – contact details overpage), but there will also be further improvements and demo releases as game development progresses!



Quetzal
CartoonMonkey
SampleMind
Eule

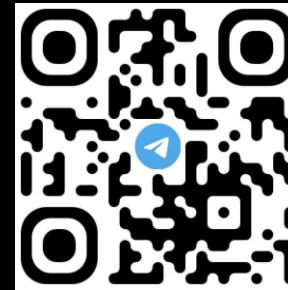
QSEC Team thanks the
mighty Apollo Team for their
revival of the Amiga.



WE WANT YOUR FEEDBACK!

Like what you have seen so far of the game? Please provide feedback to QSEC Team! What would you like to see added most: A level map? More enemies? Co-op multiplayer? A fleshed out storyline?

To contact us, please visit on the VAMPED AMIGA channel on Telegram <https://t.me/vampedamiga> :



Or on the official APOLLO TEAM chat rooms and support on Discord:
<https://discord.com/invite/DWB3t8tQ>

Join the Vampire revolution: Revive the Amiga!