

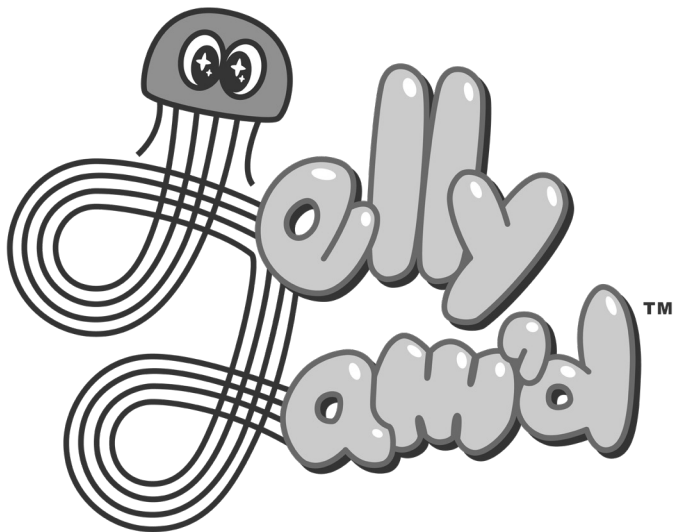


Instruction Booklet

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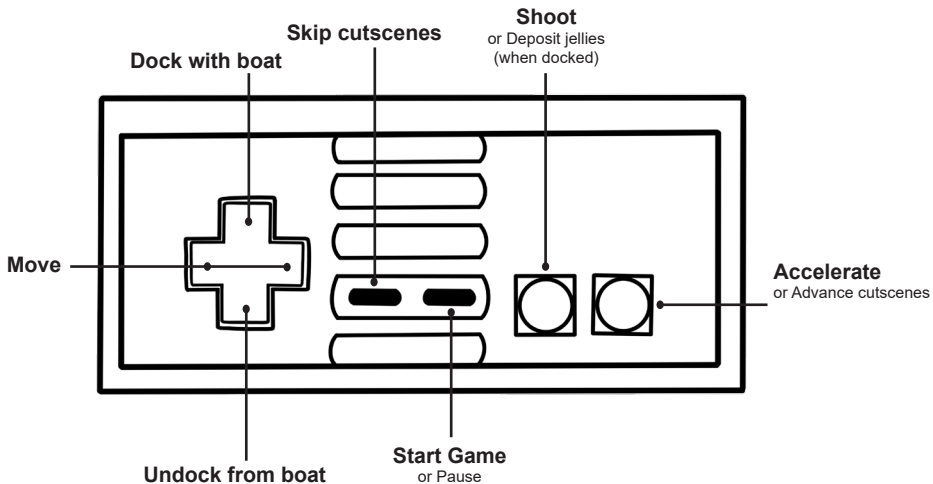
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**Thanks for deciding to play Jelly Jam'd! You're helping support small indie games and the NES homebrew community!**



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# Controls



# Story

The year is 2021. It's another beautiful morning in Josta Island. You work for the island's power company, **Josta Island Nuclear X(on)** or JINX for short. You're getting your morning coffee then...

**\*Emergency\*** (sirens are going off)

Hackers are attacking the power plant's systems! Your director, Aria, is on the main computer terminal trying to stop them. The hackers manage to take down the drone submarine network, leaving the cooling system vulnerable.

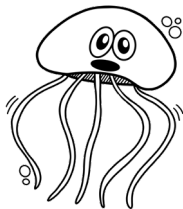
Just when you think things can't get worse, a large bloom of jellyfish arrive in the island's bay. It's up to you to **PROTECT THE PIPES!**

# Cast



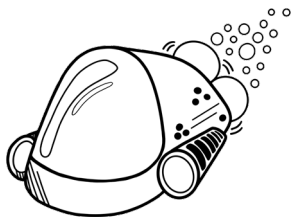
## **Aria**

Your director at JINX. A fearless leader and a technological expert. Always level-headed and logical. Follow her lead and you'll succeed!



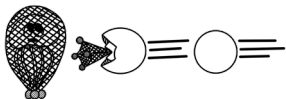
## **Jelly (Jellyfish)**

Jellies come in all shapes, sizes, and colors. They usually appear in large groups (blooms). They mean well, but tend to swim a little too close to the cooling system pipes.



## Submarine

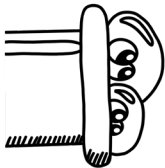
One of the old submarines JINX used to protect the pipes before the drone system was created. Still in good condition and will help you get the job done with no problems.



## Net

Your submarine is equipped with advanced net tech. Capture jellies and the net will teleport them into the containment chamber of your sub. Don't worry, this is completely harmless to the jellies.

# Cast



## Pipes

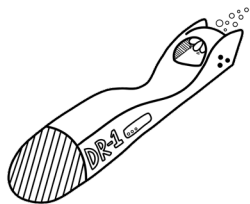
Cooling system for the power plant. Usually protected and kept clean by the drones.



## Danger Sign

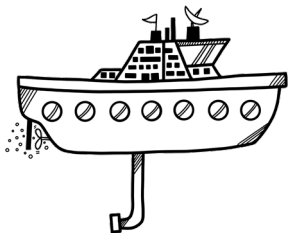
This indicates the heat level of the cooling system. Bad things happen if it reaches the maximum level.





## **Drones**

The drone network is a fully autonomous system. Built specifically to protect the pipes of JINX's cooling system.



## **Relocation Boat**

Dock here to deposit captured jellies. This boat will keep the jellies safe until it relocates them when your job is done.

# Credits

**Design, Music, Programming, Story** — Matthew Grimm

**Label/Manual Art, Story Revision** — Jordan Grimm

**In-Game Typeface, Testing/Feedback** — Shaun Inman

**Special Thanks** — Joe Granato, the NESMaker team,  
and the NESMaker community (*especially dale\_coop*)

## Tools

- FamiTracker
- GraphicsGale
- Procreate
- Adobe Photoshop, Illustrator, InDesign
- Notepad++

**Made with NESMaker**

# Memo

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