



JACKS BUBBLE ISLAND

By Ross Simpson

Gameplay

Jack has been set the task to get off the Island by progressing through five screens of Bubble Nightmares and avoid the Bubble eating plants (a tribute to Astro Marine Corps), which consume the heavier Bubbles with you in them.

To proceed through the stages, Jack has to grab the Fruit and Veg placed around each stage. He can grab it in any order, however Bonus Points will be scored if the Tomato, Pumpkin, Lemon and Water Mellon, which involves more risk. Once all the Fruit and Veg has been collected an exit will appear at the top of the screen for Jack to escape.

Keys

The game can be played with either Keyboard or Joystick (K or J to begin the game).
The Keys are set to Q = Up/Jump, A = Down, O = Left, P = Right.
Jack can only Jump over a Bubble while Moving Towards him.