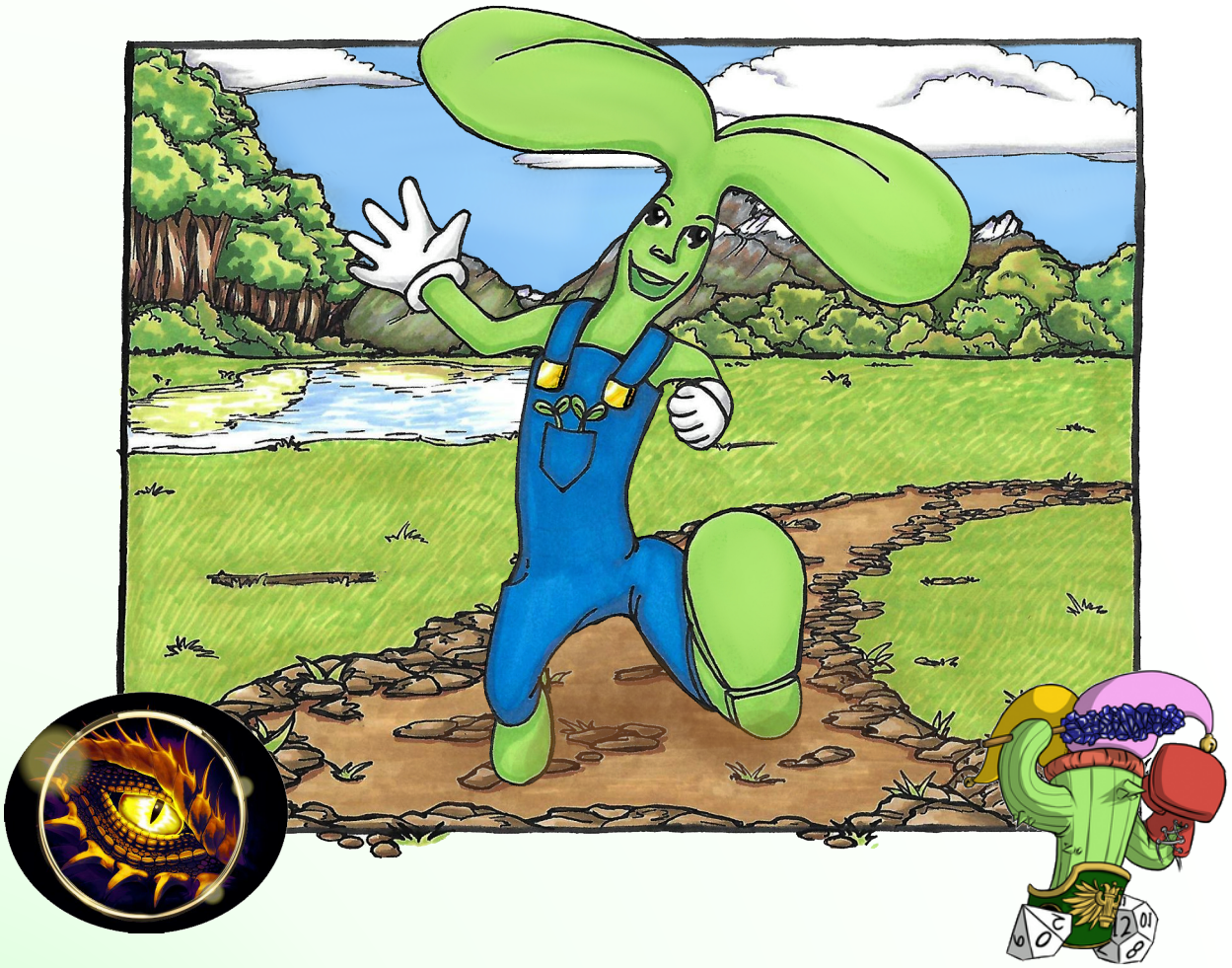
Jack Sproul



INSTRUCTION SHEET

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INTRODUCTION

Hello from Sanctum Games – Powered by the Cactyys, LLC and Cactyys Totem Entertainment. LLC. We're thrilled you decided to try out our game. This instructional booklet contains everything you need to know to have a successful adventure in Beaver Creek Meadow. Read on to learn about Jack Sprout and his road to becoming a successful farmer and member of the community.



INSTALLATION

To install Jack Sprout on your computer, double-click the "Jack Sprout Installer" file. For physical copies of the game, it will be located on the disc. For digital copies, it will be in your Downloads folder, or wherever your downloads are kept.

From there, follow the instructions that appear on your screen. If given the option, it is recommended to create a Desktop shortcut of the game. This shortcut will be called "Jack Sprout." After installation is complete, double-click the icon to start the game.

NOTE: if a shortcut is not created, or is removed, the game can be found in the "Jack Sprout" folder created in Thic PC → C: → Program Files. Click the Start button in the lower-left of your screen, and type "Jack Sprout" in the search bar to find the folder. The game itself is located inside this folder and is titled "Jack Sprout."

STORY

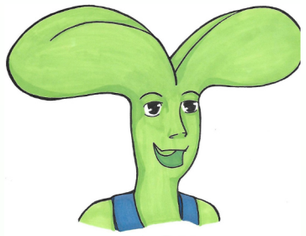
Hi, I'm Jack Sprout. I'm the sunflower seed who grew up to be a farmer. I live in a beautiful high mountain community not far from the ocean, called Beaver Creek Meadow. Farmer Smith planted me along with all my sunflower friends. But while they grew up into big, yellow flowers, I stayed a sprout!

Farmer Smith told me that's because I'm destined to be Beaver Creek Meadow's new farmer. He says I'll know how to make crops grow because I come from the earth. Wonder what he means? Come along with me as I meet the animals who'll be my friends and neighbors, help them out, and gather the materials I need to build my farm house.

We have a lot to learn about living and growing in a community. Sounds like a lot of work, but don't worry. We'll do this together!



CHARACTERS



JACK SPROUT

The main character. You'll control Jack Sprout throughout the game as you explore Beaver Creek Meadow, visit the neighbors, and help him build his farm house.



FARMER SMITH

A prairie dog who planted Jack Sprout. He tells Jack Sprout about being a farmer and sends him off on his adventure.



GRANDMA ELDERBERRY

A friendly squirrel who gives Jack Sprout a nice meal and some fresh clothes. She loves to offer words of encouragement whenever he's feeling down.



FRED BEAVER

A strong, hard-working beaver. Jack Sprout helps him fix his dam, and in return, Fred provides the wood Jack needs to build his farm house.

CHARACTERS CONTINUED



PIERRE LE TRU

A smart red fox. Pierre can tell Jack Sprout all kinds of useful information, as well as stories about some of the neighbors. He helps Jack Sprout get the materials to build his farm house.

CAPTAIN BERRY



A big brown bear who runs the dock. He takes Jack Sprout out on the water whenever he needs to get somewhere he can't go by land. If his belly is full, that is.



BARLEY MILLER

Barley and Iris Miller are two friendly chipmunks who teach Jack Sprout about growing seeds. Jack just loves Iris's yummy, healthy baking!

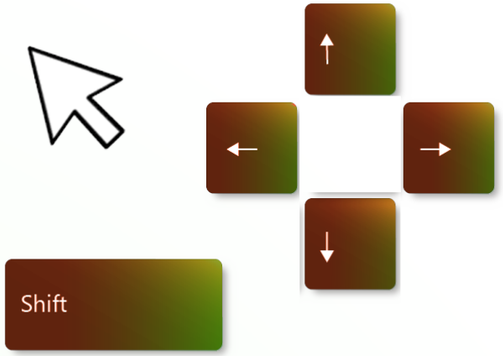


IRIS MILLER

And so many others!



CONTROLS



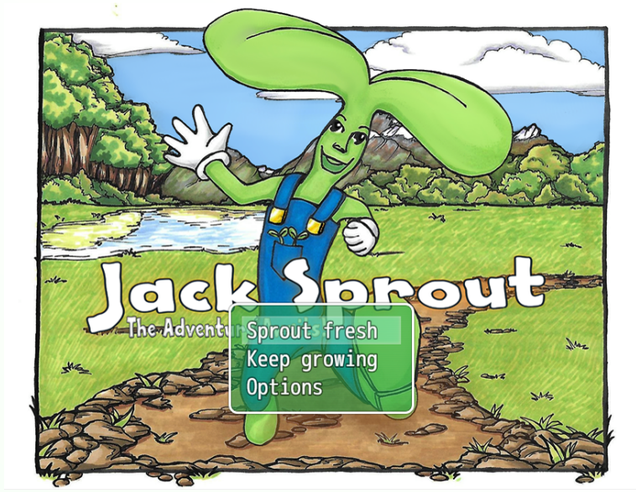
Move Jack Sprout by using the 4 arrow keys. He can move North, South, east, and west.
Talk to the neighbors, read signs, and other actions by clicking on them, or by having Jack Sprout stand next to them, face them, and press Enter.

You can have Jack Sprout run by holding down the Shift key while moving.

Jack Sprout can also be moved by clicking on a spot with the left mouse button. When using the mouse, he will always run. Note that if you click on a space Jack Sprout cannot move to, he will move to the farthest space he can walk on and then stop.

NAVIGATING THE MENUS

TITLE MENU



The title menu will appear each time you start the game. There are a few options to choose from.

Sprout Fresh:
Choose this option if you want to begin the game from the very start.

Keep Growing:
Choose this option if you want to continue playing a saved game. If you do not have a saved game, you will not be able to select this option.

Options:
You can adjust the game settings, such as sound and music volume, here.

NAVIGATING THE MENUS CONTINUED

PAUSE MENU

After leaving Farmer Smith's farm, you will be able to open the Pause Menu by pressing the ESC key, or by clicking the **right mouse button**. In the menu, you will find a few different options:



Items:
Opens the item sub-menu. These are the things Jack Sprout is carrying with him, such as food. He might also find something belonging to one of the neighbors. To use an item:
1. Left-click "Item" in the pause menu or press Enter with the option highlighted.
2. Left-click or press Enter on "Items" again on the next page at the top of the list.
3. Select the item you want with the arrow keys or by left-clicking, then press Enter or click again.
4. If you chose a food item, press Enter again to use the food to restore Jack's motivation or energy.

Keep pressing Enter to use it as many times as you need, but be careful not to use too much or you might waste the item!

Map:
A map of Beaver Creek Meadow. It shows where all the important locations are. It won't show where Jack Sprout is, though.

Meetings:
After a certain point, other wild animals will begin to appear at random as Jack Sprout wanders the meadow. This option will allow you to turn these off so they won't happen, or turn them back on again.

Options:
Opens the Options sub-menu. You can adjust the game settings, such as sound and music volume, here.

Save:
Opens the Save sub-menu. This will save the game to one of 20 save file slots. If you don't save your game, you'll have to start over from the beginning!

Quit:
Returns the game to the title screen.

To navigate the menu, highlight an option with the arrow keys or by clicking on it with the mouse. Then, once highlighted, press Enter or click the mouse again to select. Press ESC to back out of a sub-menu or to close the main Pause Menu.



NAVIGATING THE MENUS CONTINUED

CONVERSATIONS

Sometimes, Jack Sprout will be able to choose what he says to a neighbor. These choices can be highlighted by using the Up and Down arrow keys, and selected with Enter or by clicking on them.



INTERACTING WITH THE GAME

Jack Sprout will meet many animals and collect many things on his adventure, from picking seeds to planting crops, and even floating down the creek in a boat. The game will give you instructions on what to do, but here are some general rules of thumb:

Movement can always be done with the arrow keys when it is available. Sometimes, you will not need to move at all and can sit back and watch.

Interacting with objects and characters is always done with Enter or a mouse click.

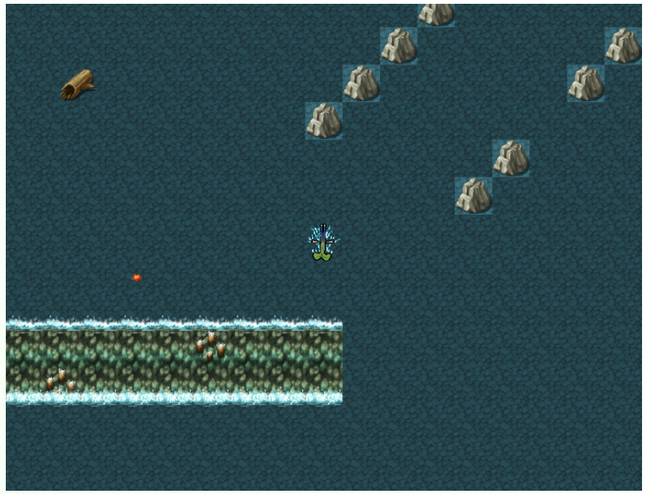
During some minigames, the Pause Menu will be unavailable. You will be able to open it again afterward.



INTERACTING WITH THE GAME CONTINUED

MINIGAMES

Jack Sprout will often offer to help his neighbors with their tasks. This will sometimes lead to participation in a minigame, such as helping Fred Beaver repair his dam or swimming to collect rocks from the river. In these minigames, you will rely on Jack Sprout's Motivation and Energy to complete the task.



MOTIVATION

A number representing Jack Sprout's ability to keep playing the minigame. If this gets too low, he will not be able to continue. Eat some of the right kind of food from the Pause Menu to raise it back up.

ENERGY

A number representing Jack Sprout's ability to do work. If this gets too low, he can't perform any tasks. Eat some of the right kind of food from the Pause Menu to raise it back up.

Motivation and Energy can be seen within the pause menu. Remember to keep both his Motivation and Energy high whenever you can.



INTERACTING WITH THE GAME CONTINUED

MEETINGS



Jack Sprout will randomly meet animals as he walks around Beaver Creek Meadow. He might find mice, fireflies, turtles, or other critters. During each meeting, there are a few different things he can do:

Talk
This will start a conversation with the animals. They might give helpful hints or even just chat.

Look
Select this option to get more information about what the animal is doing.

Give Item
Opens the item sub-menu. Jack Sprout can then select an item to offer the animal. If he offers the right one, something good might happen!

Leave
Say goodbye to the animal and return to roaming the meadow. This ends the meeting and closes the meeting scene.



INTERACTING WITH THE GAME CONTINUED

TRADING

An important part of life in Beaver Creek Meadow. Jack Sprout can trade items and food with the animals he meets, and can get things in exchange. In fact, you'll need to do this if you hope to see Jack Sprout get his farm house built!

COBLEY'S HAT

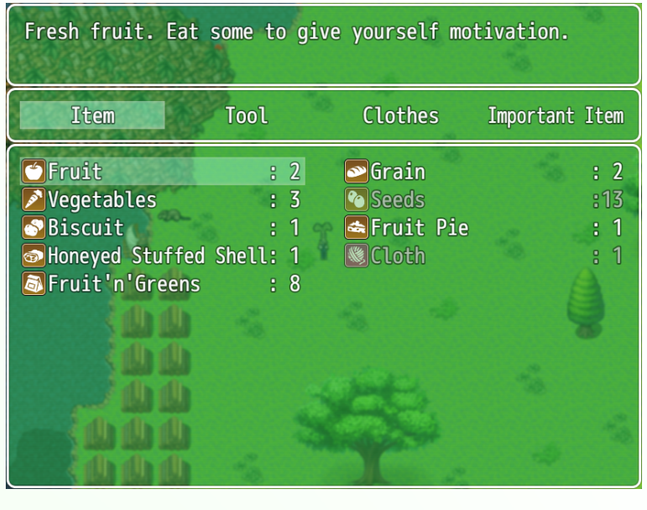
The artist Cobley's lost his red beret! Jack Sprout will need to visit the gecko groups scattered around the meadow to track it down. Each group will give him an item in exchange for one from another group. Keep trading until you find Cobley's hat! The geckos who give him his first item, an old sack, will do so when Jack Sprout tells them he knows to whom it belongs.



HELPFUL HINTS AND TIPS

FOOD

Jack Sprout will collect many types of food on his adventure, such as fruits, vegetables, and grains. Each food item gives a different benefit. Be sure and read what a food does before eating it so you don't waste it!



PLANTING SEEDS

Once Jack Sprout builds his cabin, he'll be able to grow crops. He can grow, fruit, vegetables, and grain. It will take a few seconds for the crop to grow, but once it does, you can harvest it and plant another seed.

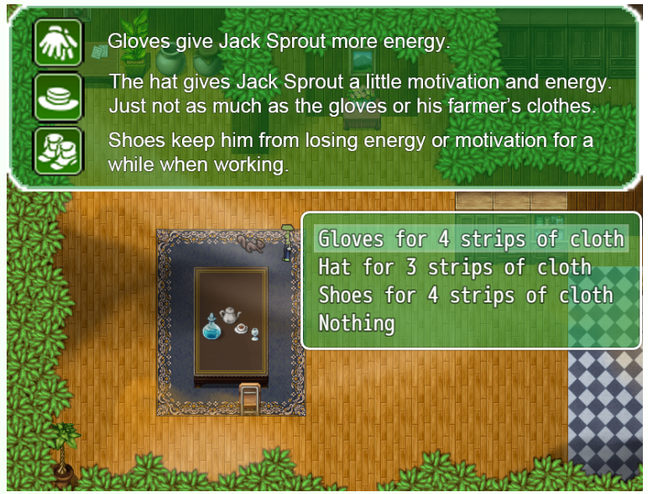


HELPFUL HINTS AND TIPS CONTINUED

GRANDMA ELDERBERRY

Grandma Elderberry will offer to make more clothes for Jack Sprout after a certain point in the game. To do that, she'll need cloth, which you can get from turtles in the meadow by giving them medicine, or from replaying Fred Beaver's dam-fixing game.

Grandma Elderberry's clothes will give Jack Sprout more motivation and energy, making it easier to complete the minigames.



MINIGAME DIFFICULTY

Sometimes, you might not be able to complete a minigame on your first try. No worries—simply have Jack Sprout rest in his bed for the night, and he'll be ready to try again the next day. You'll also find some food left for him by one of the neighbors to help.

HELPFUL HINTS AND TIPS CONTINUED

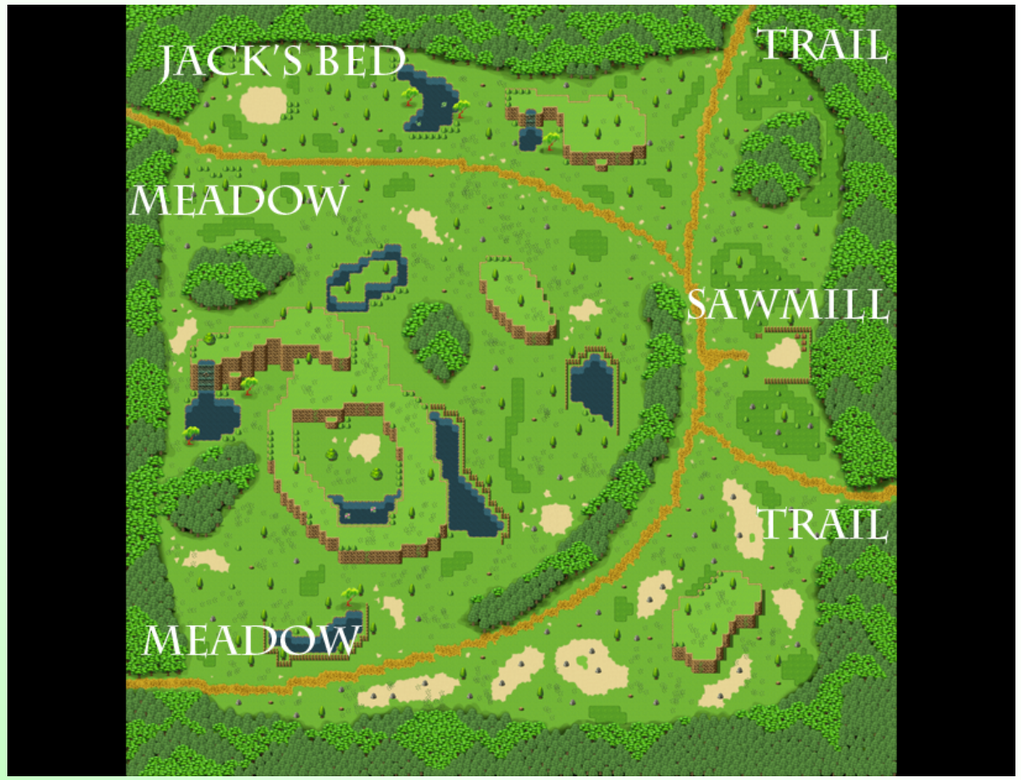
NAVIGATING THE MEADOW

Remember that you can run by holding down Shift if using the arrow keys. If using the mouse, you will always run.

There are signs everywhere pointing to the various locations Jack Sprout can visit.

After helping Fred Beaver fix his dam, Jack Sprout will be asked if he wants to enter the dam or cross to the other side of the creek whenever he approaches. Use this option if you don't want to walk all the way to Beaver Creek Bridge to get between the north and south halves of the meadow.

In some places, like the woods, the Map menu option will show the current area rather than the meadow. If you get lost, try looking at the map.



TROUBLESHOOTING

At certain times during the game, it may appear to freeze or stop working. This is most commonly due to a large image being loaded, and the game is still working. Simply wait around 10 seconds and the game should continue as normal.

If any files are removed from the “Jack Sprout” folder or damaged, the game can be repaired by re-installing it from the Installer program. You might need to delete the old “Jack Sprout” folder first.

NOTE: If you delete the “Jack Sprout” folder but wish to keep your saved game data, you will need to copy the save data files from that folder and temporarily place them in another location on your computer. After re-installing Jack Sprout, move them back into the folder, under the same directory (folder name) as they were taken.

For any other questions or concerns, or to report a problem with the game, please contact “directorofcomputer@gmail.com” and list “Jack Sprout Issue” in the Subject line.

LEGAL

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