

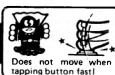
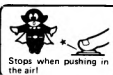


Officially Licenced "Coin Op" Arcade Game by

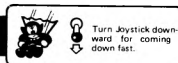
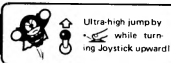


#### HOW TO OPERATE JACK

##### JUMP BUTTON



##### JOYSTICK



#### HOW TO PLAY



- Get all by operating Jack!
- Defeat enemies by taking power ball!
- Lucky coin!
- Bonus Coin ..... Score on the screen is increased from two to four times.
- Extra Coin ..... One additional Jack.
- Special Bonus  
Bonus score is added by taking ignited as many as possible.
- x 23 PCS - 50,000 points   x 22 PCS - 30,000 points
- x 21 PCS - 20,000 points   x 20 PCS - 10,000 points

Secret: Coins appear for bonus points each! When taking 3 , no more coin appears. When appears - this also is kept secret!

##### SCORE

1.00 PTS   200 PTS   1.000 PTS   3.000 PTS   5.000 PTS   2.000 PTS

#### AMSTRAD/SCHNEIDER

##### Instructions

1. Ensure tape is fully reword.
2. Hold down CTRL and press the small ENTER key (on numeric pad).
3. Press play on cassette player.
4. Press ENTER key.
5. **6128 OWNERS ONLY**  
Hold down SHIFT press " " key ( appears)  
Type the word TAPE press ENTER.

#### SPECTRUM 48K/128K

##### Instructions

1. Ensure tape is fully reword.
2. Press LOAD "" (ENTER).
3. Press play on cassette player.

#### COMMODORE 64/128

##### Instructions

1. Ensure tape is fully reword.
2. Press SHIFT and RUN/STOP.
3. Press play on cassette player.

#### COMMODORE 64/128 DISC

##### Instructions

1. Insert Disc.
2. Type LOAD ""\*,8,1

#### AMSTRAD/SCHNEIDER DISC

##### Instructions

1. Insert Disc.
2. Type RUN "BOMB" ENTER

#### COMMODORE C16

##### Instructions

1. Ensure tape is fully reword.
2. Type LOAD then press RETURN.
3. Press play on cassette player.

## BBC

### Instructions

1. Ensure tape is fully rewind.
2. Chain "" (RETURN)

## BBC DISC

### Instructions

1. Insert Disc.
2. Press SHIFT and BREAK.

## The Game

Once the game has loaded you are presented with a menu.

## SPECTRUM 48K

### Controls

1. Starts one player game.
2. Starts two player game.

K - Select keyboard control.

T - Select keyboard (Turbo Jump, see below) control.

Z - Select ZX Interface II.

P - Select Kempston Interface Control.

## AMSTRAD

### Controls

1. Starts one player game.
2. Starts two player game.

J - Select Joystick Control.

K - Select keyboard control.

T - Selects keyboard (Turbo Jump, see below) control.

## SPECTRUM 48K AND AMSTRAD

For those selecting the keyboard option.

Use the following keys to replace the equivalent joystick movement shown in the "How to operate Jack" section.

Up	Q	Left	N
Down	A	Right	M
Jump	X		

Normally, to jump higher, the player must press 'up' (Q) when jumping.

Selecting the 'Turbo Jump' option makes all jumps as high as possible as if it were 'Automatically' pressing up (Q) for the player.

## COMMODORE C16

### Controls

1. Starts one player game.
2. Starts two player game.

K - Keyboard

J - Joystick

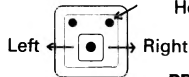
Up	Q	Left	Z
Down	A	Right	X

Jump SHIFT

## COMMODORE 64/128

### Controls

Joystick Port 2. Fire = Jump (if Jack is on a platform)  
Hover (if Jack is in mid-air)



## BBC

### Controls

One player game keyboard only

Up	Q	Left	N
Down	A	Right	M
Jump	SPACE BAR		

© Copyright – Elite Systems Ltd  
– 1985

All Rights Reserved Worldwide.  
Unauthorised copying, lending,  
broadcasting or resale without  
express written permission  
from Elite Systems Ltd is  
strictly prohibited.

**Guarantee:** This software tape  
has been carefully developed  
and manufactured to the  
highest quality standards.  
Please read carefully the  
instructions for loading which  
are included. If for any reason  
you have difficulty in running  
the program, and believe that  
the tape is defective, please  
return it *directly to the*  
*following address:*

Customer Services Dept.,  
Elite Systems Ltd.,  
Anchor House,  
Anchor Road,  
Aldridge, Walsall,  
England.  
Consumer Hot line:  
(0922) 59165  
Telex: 335622  
SPETEL G

Our Quality Control  
Department will test the  
product, and supply an  
immediate replacement, at no  
charge. Please note that this  
does not effect your statutory  
rights.