

- * First rock musical written for computer!
- * Funkiest music yet on the CBM 64
- * 12 completely original tracks of rockin' rhythms
- * Street level view of the entire town in lively, colourful 3D
- * Meet the gang of cleverly animated inhabitants

JOYSTICK
CONTROL



ROCKIN'
RODNEY
RAPPS:-

- Notes come out so sweet, they're dancin' in the street
- Party time in Funky Town, lively up and boogie down
- Gangsters of the Groove will keep you on the move
- Fuzz will turn it down if you blast 'em round town
- Bandits of the Beat move fast on their feet
- D.J. at a dive and make them come alive
- Tone Deaf Walkers, streetwise stalkers

GHETTOBLASTER

VGA
6010



CBM
64

GHETTO BLASTER



GHETTOBLASTER

At last **Rockin' Rodney's** big break. He's finally got a job as a messenger for a record company! He has to deliver **10 demo tapes** to Interdisc's head office on **Funky Street** before the end of the day. It's also part of Rockin' Rodney's job to turn the locals on to the sounds and get them dancing as he finds his way through **Funky Town**. His **GhettoBlaster** is a prototype of the ultimate in **powerful playback**. Each note is so beautifully reproduced that most people fall into a **Dance Trance** as soon as they hear it.



COMMODORE 64
A GIBBO PRODUCTION FOR VIRGIN GAMES

GHETTOBLASTER

If **Rockin' Rodney** takes too long to do his job Interdisc keep him on his toes by telling him to make even **more** people dance. There's plenty going on in Funky Town to divert a boy, not to mention some **pretty mean characters** to avoid. He must be careful not to get too carried away making pedestrians **strut their stuff** or he could get lost downtown. All this and keep on the right side of the law!

At all costs he must find those tapes, get the town **groovin'** and deliver to Interdisc before the rev counter on his GhettoBlaster reaches **999**. The **future of the music** is at stake!

CONTROLS

F1 Turn up volume

F3 Turn down volume

F5 Turn on GhettoBlaster

F7 Turn off GhettoBlaster

Spacebar Pause game

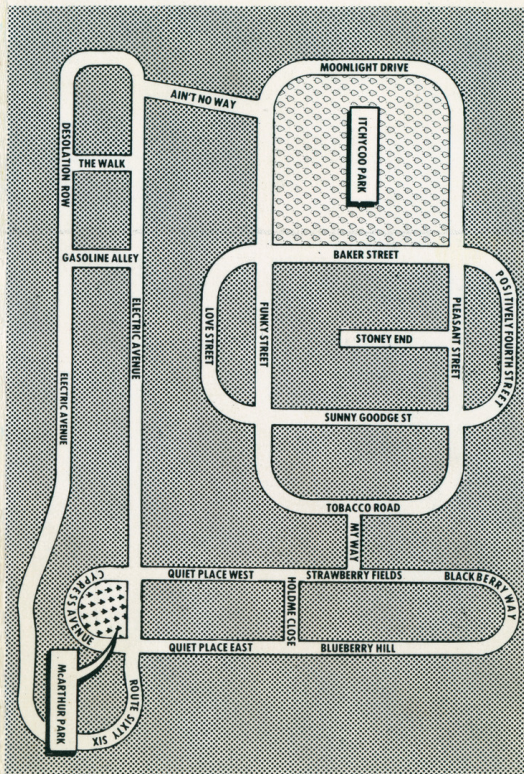
Joystick Button Fire notes

Enter and Exit Houses Position Rockin' Rodney in front of the door and push up. To exit, push down.

LOADING

Make sure the tape is fully rewound. Press **SHIFT** and **RUN/STOP** on your computer then press **PLAY** on the data recorder. This game incorporates **FLASHLOAD**.

FUNKY TOWN



PLAYING

You take control of **Rockin' Rodney** outside Interdisc on Funky Street. The tapes you need to collect are all over town. When you **push** the joystick **left** or **right** you will go along the street. **Pushing down** will take you across to the other side of the street, facing in the opposite direction. It may take you a little while to get used to finding your way around but simply remember if you are **going left** and then cross the road you must **push right** to continue in the direction you were originally going.

The top line of the display alternates between the name of the street you are on and three numbers. On the left you are told how many people you must make dance, the centre column tells you how many tapes have successfully been delivered and on the right is the number of people you have got dancing so far. **Press the fire button** at any time to see this screen. You may find it useful to consult the map. You must shop for **batteries** and search for a **tape**. You'll know where the tape is as the **powerful beat** makes even the door **pulsate**.

Once you've got **both these items** you can turn the player on by **pressing F5**. The battery indicator to the right of the cassette on the GhettoBlaster will go **green** and you have music! **F1** and **F3** adjust the volume, you can see this happen to the left of the cassette, just below the **rev counter**, and it will alter your **fire power**. Press the button and see those sounds! Watch the GhettoBlaster's handle for a running commentary.

There are a few **mean dudes** around to make life difficult, you'll soon learn who to **avoid**. If you lose your tape you'll have to find a replacement quickly, if your GhettoBlaster gets vandalised you'd better get it fixed — **pronto**. You can then turn your GhettoBlaster on again and start from scratch.

Some folks are really **crazy**, not to mention the **fuzz** who take action if you play too loud. But there's some help to be found and you'll just have to get **streetwise**. If you hear of any parties **dive** through the nearest door and you may **strike lucky**. If the going gets too tough you might be able to hide in a friendly house. Better still stop for a rap with **Jumpin' Jack Flash** and you'll get a real sense of direction. If you need a rest at any stage, just press the **SPACEBAR**, moving the stick restarts the game.

Don't forget the aim of the game is to **successfully deliver 10 tapes** in as short a time possible. Those tapes **must** make the deadlines so that releases come out on time so that **music lovers** everywhere will **stay happy**.

Designed and programmed by **Tony Gibson** and **Mark Harrison**.
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