

JACK ATTACK

Commodore
64
Gold
Medallion

"Jack Attack" is the best arcade-style game yet produced expressly for the popular Commodore 64 system, and rates as an absolute must-buy.

—Electronic Games Hotline



 **commodore**
First In Quality Software



USE WITH
JOYSTICK

Game Cartridge For
The Commodore 64

JACK ATTACK ALMANACK

Block and a Hard Place: The act of squashing a head by arranging blocks so that there is a space between two blocks on a level surface. When the head bounces into the space, Jack shoves the blocks together. Effective way to squash low-bouncing heads.

Bulldozing: Pushing three or more blocks along a surface, either the platform or the floor.

Cornering: Heads always bounce twice at the extreme left and right sides of the screen before bouncing across. This gives Jack an advantage, since he can time the second bounce to squash the head without worrying about having it advance toward him.

Headraulic Squash: Timing your Jack's vertical jump to land on a low-bouncing head passing underneath him. A sophisticated and useful move.

Headroplaning: Jack occasionally bounces off a head sideways that he should have squashed. This can get him into trouble, since he may end up in water or at the bottom of a deep block ravine.



Jackpot: Scoring both the platform bonus and a large time bonus in a round.

Long Distance Squash: Pushing a block or row of blocks down a "valley" created by two tall columns of blocks to mash a head. An artistic squash.



Sideswipe: Pushing a head off the side of the screen with a block.

Stepdown: Sliding your Jack off a single block to squash a head bouncing along the floor at a high speed. The height advantage makes a tough head easy to get.



Volleyball: Jack can bounce a head dropping toward him by jumping up and to the side and meeting the head at the apex of his leap. This is an extremely difficult maneuver to master, but is often a life-saver.

64 LEVELS OF PLAY!

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