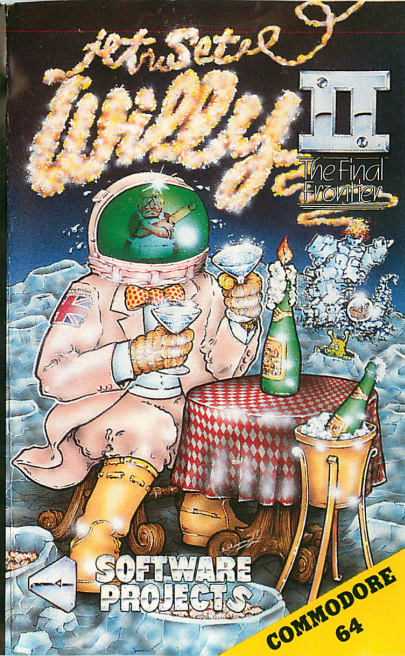


SOFTWARE
PROJECTS

JET SET WILLY II
COMMODORE
64



JET SET WILLY II THE FINAL FRONTIER

Whilst recovering in hospital from a severe fall down some stairs, Willy called in the builders. He thought it odd that they had green skin, but needing the work done in a hurry he asked them to remove the offending edges from his stairs. Trouble was, they did far more work than asked, adding several rooms to his mansion and then refusing to charge him!!

Maria is demanding that Willy clears up the mess and he hasn't even found all the rooms yet. Who were these strange people? Why did they need to add a Rocket Room to Willy's already substantial house?

Much patience and stamina is required to explore the extended house and NASA's "Guide to Simple Space Travel" is recommended reading for those foolhardy enough to help Willy clear up all the mess. Be careful in the sewers and watch out for the bell ringer in the Belfry!! Good Luck!!

This game is for all the people who wished that Jet Set Willy was bigger and better, some of the rooms may be familiar and those who played the original Jet Set Willy will have a head start with this very extended over 100 room game.

LOADING INSTRUCTIONS COMMODORE 64 JET SET WILLY II THE FINAL FRONTIER

1. Place tape in recorder.
2. Ensure tape is rewound to the beginning.
3. Press SHIFT and RUN/STOP keys at the same time or type LOAD and press RETURN.
4. Press Play on your cassette recorder.
5. Your program will now load.

TO MOVE USE KEYS:

O	=	LEFT
P	=	RIGHT
F1	=	PAUSE
F3	=	MUSIC ON/OFF
SPACE BAR	=	JUMP
RUN STOP/ RESTORE	=	RESTART

OR JOYSTICK IN PORT # 2

COMMODORE 64 TRANSLATION BY
John Darnell and Stephen Birtles.

This cassette and documentation was
produced by Software Projects Ltd.

PROGRAMS WANTED

Have you written a good game, utility or educational program and need a Software House to market it for you? Then why not send your cassette or disk to us at Software Projects for free appraisal and possible acceptance? If you do not want to send your program through the post, then a video on VHS, Beta or Phillips format showing the program being played will be of help. We pay very good royalty rates or will buy your program for a one off payment.

Jet Set Willy is a trademark of Software Projects Ltd.

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SOFTWARE PROTECTION CODE

On the reverse of this sheet you will find a matrix of squares each containing four blocks of colours. This forms part of a protection scheme. You will need these colours when you first load the game into the computer, so please.

DO NOT LOSE.

You will only need to refer to it first load in the game. Load game as normal. When the game has loaded the computer will prompt you for a location. Type the number that corresponds to the colours shown e.g.

**BLUE = 1 RED = 2 YELLOW = 3
AND GREEN = 4**

So for red, blue, green, green you would type 2144 then press RETURN. If you make a mistake typing in, the program will give you a second chance. If you get it wrong the second time the computer will return to basic and you will have to load the program again from the beginning.

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