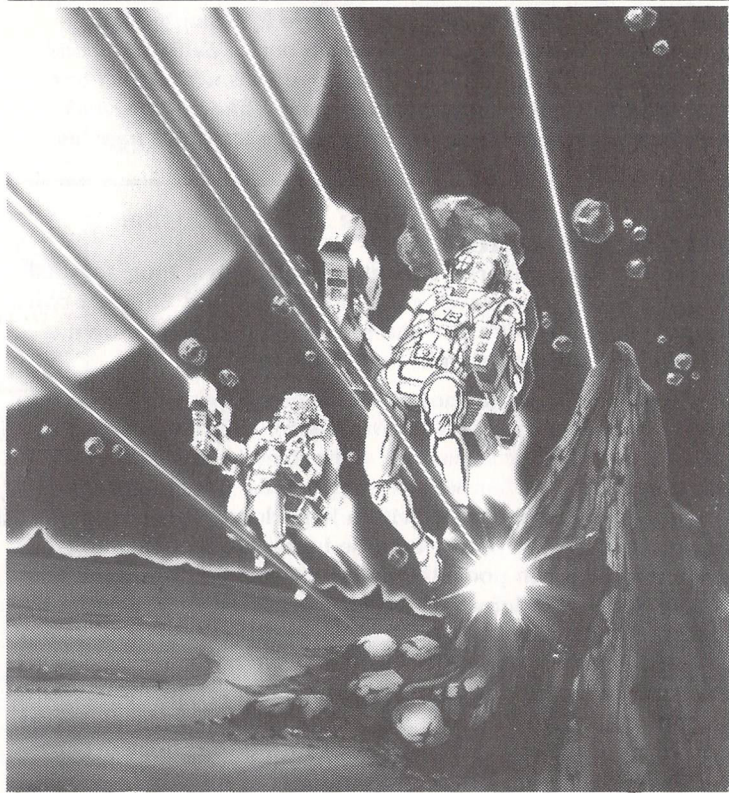


JET-BOYS™



For Commodore 64/128

AVANTAGE™

JET-BOYSTM

Your mission as Top-Gun for the Jet-Boys is to stop galactic terrorists by deactivating the reactor on one of Saturn's moons. Proceed carefully, as you only have three lives with which to reach your final destination — the reactor room. Take on this challenge alone or team up with a friend to battle the terrorists together.

Loading Instructions

Disconnect all peripherals except one disk drive. Plug Joystick into Port 2 for a one-player game and port 1 and 2 for a 2-player game. Type: Load "*", 8, 1 and press RETURN. If you own a Commodore 128, you should use 64 mode.

After the game loads to the selection screen, press F1 (F one) to start a one-player game or F3 (F three) for the two-player game.

Gameplay

As Jet-Boy, you're equipped with a jetpack and low-powered weapon. Your firing power may be increased by collecting equipment (weapon pods) throughout the game (see Equipment section). Meet and defeat galactic terrorists as you guide Jet-Boy through four increasingly difficult levels (the Wasteland, Temple, Blob and Reactor). Avoid the bubbling lava columns, or you'll crash and burn. You must battle the Megabeast awaiting you at the end of each level before advancing to the next level. Direct shots to the center of the beast will cause it to retreat.

Controls

Move the joystick up, down, left or right, to move Jet-Boy in the corresponding direction. Press the fire button to activate and fire your weapon. Move the joystick left or right without pressing the fire button to turn your player in either direction.

To restart the game, press the RESTORE key.

Equipment

You may collect four different weapon pods (icons) to get extra equipment:



LASER — Rapid fire and more powerful than basic weapon



QUAD BLASTER - Fires shots covering a wider range than other weapons



SHIELD - Provides temporary invincibility



SPEED-UP - Speeds up the playfield current

To collect the extra equipment, move your Jet-Boy into position to make contact with the icon as it passes across the screen.

When you lose a life, all equipment collected up to that time is also lost.

Scoring and Timer

Each terrorist you shoot adds 100 points to your score.

The timer, located to the right of your score, starts at zero at the beginning of each level and increments by 1 for each terrorist destroyed on that level. Time begins to count down when you reach the Megabeast at the end of each level. You must defeat the Megabeast before the time reaches zero, or the game is over.

As you successfully complete a level, you will be credited with one extra life to replace any lives lost along the way (up to a maximum of three lives in inventory at a time).

To record your name next to a high score, toggle the joystick to move through the letters of the alphabet. Press the fire button to enter the letter and advance to the next entry.

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