

JETBOYS

After incredible mineral finds on the moons of Saturn, the Solar System has become immensely wealthy. Turning from a dingy backwater it is now one of the most desirable areas in the galaxy. To patrol the quadrant a space-born group was established. The Jetboys, as they came to be named, wore armed jetpacks and covered their "beat" in pairs.

One of the moons was bought by galactic Quadrillionaire and recluse, Cyrus B de Ville. Selling the moon to him would turn out to be the biggest mistake that the System Council had ever made.

He established a fortress, swarming with mechanical and biological defenders, that contained a reactor at its heart, large enough to destroy the whole planet.

Without warning a blackmail message was broadcast to the effect that unless he was given the remaining moons, he would meltdown his powerhouse. This would destroy his moon and eradicate the others making their priceless reserves unusable.

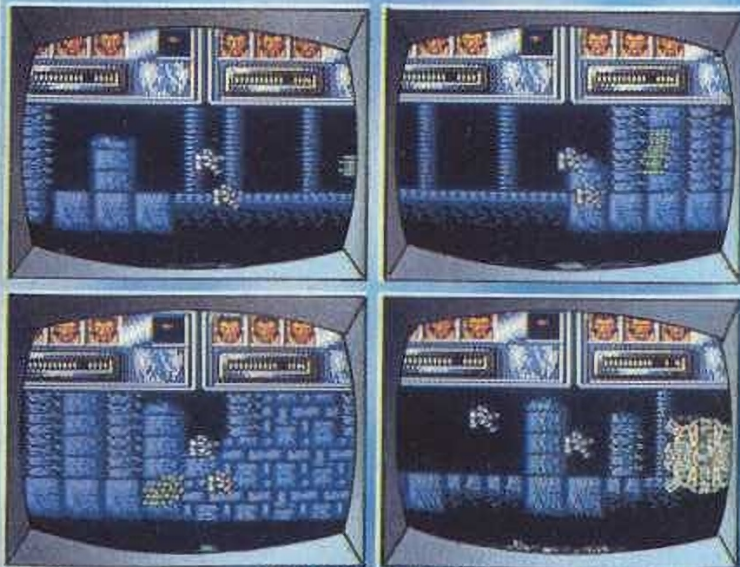
Solar Commissioner Green called for his two finest Jetboys.

"You have your orders."

You will be dropped four sectors away from the Core. Consider all areas as hostile, all encounters as combat.

Each sector end is guarded by one of de Ville's Megabeasts. Don't let your suit dials run out on you, you can boost them by destroying attack waves.

One final point: you may find weapon pods we will try to drop ahead of you. These will increase your firing rate or give you limited shields. Your shuttle's on stand-by, Good luck!"



CBM SCREENSHOTS

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