

ENGLISH



THE AIM OF THE GAME

The aim of the game is to get to the winning line before the other racers. Being the cheat that you are you use all of the sneaky and despicable means at your disposal to ensure that the other racers do not reach the finish line before you.

Assisted by Muttley, your task is to get far enough in front of the other racers to give you time to find the required parts to build a trap for the following car.

Each section covers a race from one city to another across different areas. You and the Mean Machine must finish in a better position in each race section to be able to progress onto the trap laying section. There are six areas altogether and a trap laying section between each one.

HINTS & TIPS

- Watch other cars to learn the fastest route in each course.
- In the trap laying section, collect the parts of the trap and take them to Muttley. Watch out for enemies.
- Arrows point to tell you whether to drop or jump.

LOADING INSTRUCTIONS

Hold down (CTRL (Control) key and press small ENTER key. Start the tape. (If you are using a machine with a disk drive type ITAPE and press RETURN before this).

CONTROLS

Q = Up A = Down G = Quit game
O = Left P = Right or use joystick
SPACE = Fire T = Pause

FIRE prods objects out of your path during the races. (You need to prod lots of times to remove other cars). In the trap laying section, FIRE is used to pick up/drop parts of the trap.

© PROGRAM PAL DEVELOPMENTS 1992

Published under license by Hi-Tec Software Ltd.

All rights reserved. Unauthorised copying, lending, broadcasting or resale without the express written permission of Hi-Tec Software Ltd. is strictly prohibited.



JETSONS
The Computer Game

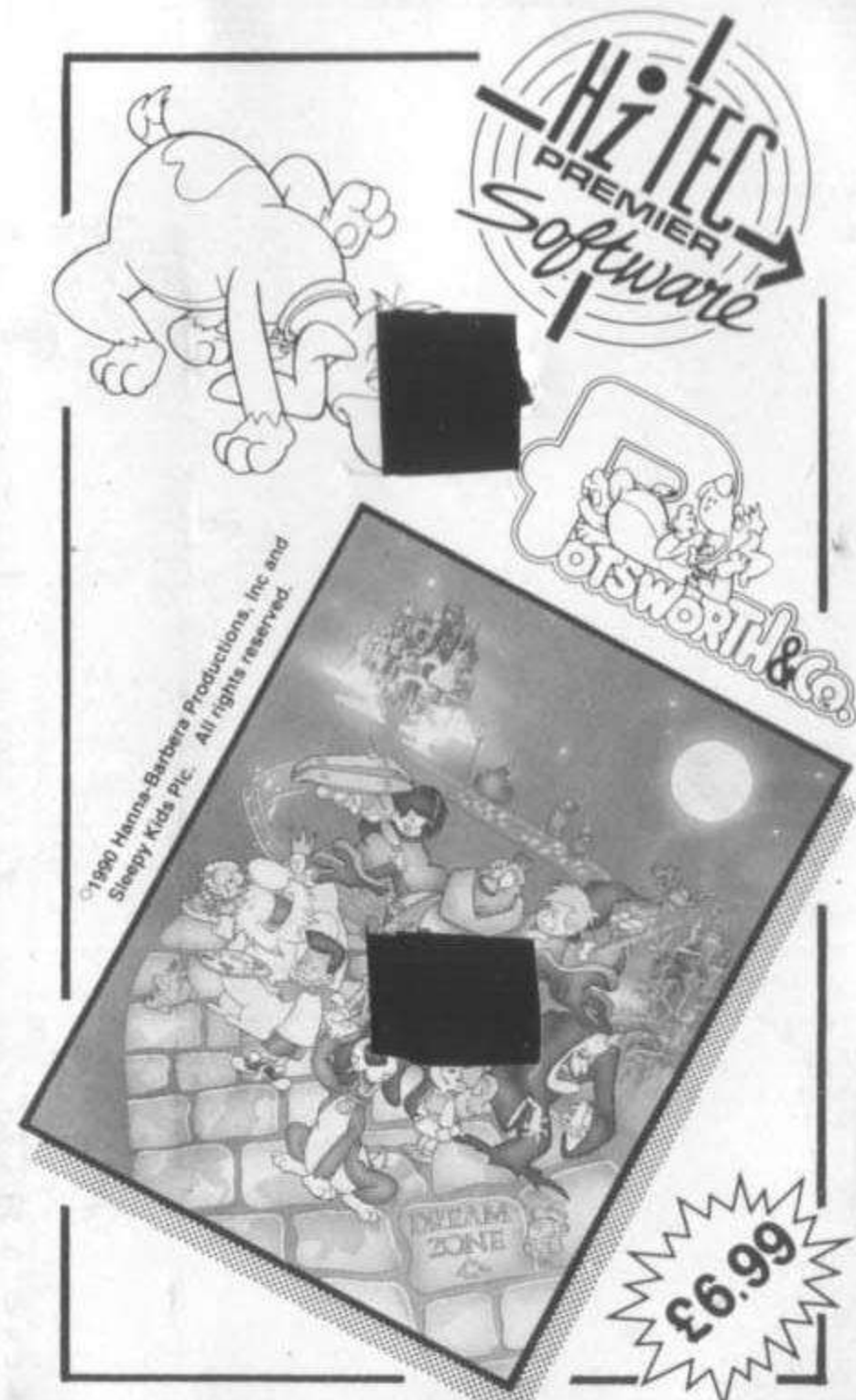


£6.99

Hi-TEC SEAL OF QUALITY ASSURANCE



HT 127



Hi-TEC
PREMIER
Software

OTSWORTH & CO

© 1990 Hanna-Barbera Productions, Inc. and Sleepy Kids Pic. All rights reserved.

£6.99