

BOMB JACK



Officially Licenced "Coin Op" Arcade Game by



HOW TO OPERATE JACK

JUMP BUTTON



Jumps by pushing when Jack is on the floor.



Stops when pushing in the air!



Does not move when tapping button fast!

JOYSTICK



Ultra-high jump by while turning Joystick upward!



Turn Joystick downward for coming down fast.

HOW TO PLAY



- * Get all by operating Jack!
- * Defeat enemies by taking power ball!
- * Lucky coin!
 Bonus Coin Score on the screen is increased from two to four times.
 Extra Coin One additional Jack.
- * Special Bonus
 Bonus score is added by taking ignited as many as possible.
 x 23 PCS - 50,000 points x 22 PCS - 30,000 points
 x 21 PCS - 20,000 points x 20 PCS - 10,000 points

Secret Coins appear for bonus points each! When taking 3 , no more coin appears. When appears - this also is kept secret!

SCORE

100PTS 200PTS 1,000PTS 3,000PTS 5,000PTS 2,000PTS

AMSTRAD/SCHNEIDER

Instructions

1. Ensure tape is fully rewound.
2. Hold down CTRL and press the small ENTER key (on numeric pad).
3. Press play on cassette player.
4. Press ENTER key.
5. **6128 OWNERS ONLY**
Hold down SHIFT press " @ " key (■ appears)
Type the word TAPE press ENTER.

SPECTRUM 48K/128K

Instructions

1. Ensure tape is fully rewound.
2. Press LOAD "" (ENTER).
3. Press play on cassette player.

COMMODORE 64/128

Instructions

1. Ensure tape is fully rewound.
2. Press SHIFT and RUN/STOP.
3. Press play on cassette player.

COMMODORE 64/128 DISC

Instructions

1. Insert Disc.
2. Type LOAD """,8,1

AMSTRAD/SCHNEIDER DISC

Instructions

1. Insert Disc.
2. Type RUN "BOMB" ENTER

COMMODORE C16

Instructions

1. Ensure tape is fully rewound.
2. Type LOAD then press RETURN.
3. Press play on cassette player.

BBC

Instructions

1. Ensure tape is fully rewound.
2. Chain "" (RETURN)

BBC DISC Instructions

1. Insert Disc.
2. Press SHIFT and BREAK.

The Game

Once the game has loaded you are presented with a menu.

SPECTRUM 48K

Controls

1. Starts one player game.
2. Starts two player game.

K - Select keyboard control.

T - Select keyboard (Turbo Jump, see below) control.

Z - Select ZX Interface II.

P - Select Kempston Interface Control.

AMSTRAD

Controls

1. Starts one player game.
2. Starts two player game.

J - Select Joystick Control.

K - Select keyboard control.

T - Selects keyboard (Turbo Jump, see below) control.

SPECTRUM 48K AND AMSTRAD

For those selecting the keyboard option.

Use the following keys to replace the equivalent joystick movement shown in the "How to operate Jack" section.

Up	Q	Left	N
Down	A	Right	M
Jump	X		

Normally, to jump higher, the player must press 'up' (Q) when jumping.

Selecting the 'Turbo Jump' option makes all jumps as high as possible as if it were 'Automatically' pressing up (Q) for the player.

COMMODORE C16

Controls

1. Starts one player game.
2. Starts two player game.

K - Keyboard

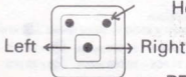
J - Joystick

Up	Q	Left	Z
Down	A	Right	X
Jump	SHIFT		

COMMODORE 64/128

Controls

Joystick Port 2. Fire = Jump (if Jack is on a platform)
Hover (if Jack is in mid-air)



BBC Controls

One player game keyboard only

Up	Q	Left	N
Down	A	Right	M
Jump	SPACE BAR		

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and manufactured to the
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Please read carefully the
instructions for loading which
are included. If for any reason
you have difficulty in running
the program, and believe that
the tape is defective, please
return it *directly to the
following address:*

Customer Services Dept.,
Elite Systems Ltd.,
Anchor House,
Anchor Road,
Aldridge, Walsall,
England.

Consumer Hot line:
(0922) 59165
Telex: 335622
SPETEL G

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