Jetsons – The Computer Game

2004 OCRed by Wilko Schröter

THE JETSONS
Hanna Barberas' famous futuristic family straight from their "Silver Screen" debut in Cinemas around the World and now to your computer screen in this latest Hi-Tec game.

SETTING THE SCENE
George is trying to get the afternoon off work so that he can take the family to Las Venus for the weekend. Mr Spacely however has other plans.
"George! If you leave your office before 1400 hours you're FIRED!!!".
"That Spacely has gone too far, 3 hours a day, 3 days a week, week in week out, for nothing. I'm leaving anyway!"
Can you help George finally escape from the dreaded Mr Spacely and get away for his well earned break?

FEATURES INCLUDE:
• 8 different levels in 2 styles
• 140+ screen areas in 4 levels
• Race sections with 120+ screen area size
• Control a different member of the family in each level
• Hidden characters to search for
• Many different characters in each main level
• Puzzle solving sections
Best of all!!!
• Robot Teachers

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PROGRAMMING, GAME DESIGN & GRAPHICS BY 221B & PAL DEVELOPMENTS

INLAY DESIGN & PRINT BY MARKETING ADVERTISING DESIGN

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GAME HINTS
Here are a few clues and hints to help you complete The JETSONS.

Level 1 : George Jetson
You must help George Jetson get out of factory without Mr Spacely knowing. There are three objects which you must collect in order to get past various obstacles. Each object can only be used correctly in a certain place.

Race Section:
You must fly your jetcar to the next location as fast as possible. Take care! because along the way are speed restriction zones. Go through these at full speed and you will be stopped by the traffic police and fined. Also watch out for black holes. These appear as 'whirlpools'. Should you fall into one of these then you will be taken back to a specific place. This can be to your advantage.

Level 2 : Jane Jetson
Jane is at home waiting for George when a cat-burglar breaks into the Jetsons' home. The cat-burglar has re-programmed household objects to hinder you as you try to clear the house and find George. There are three objects which you must find in order to complete the level, including Electronimo – the robot dog.

Race Section:
You must now fly from the Jetsons house to the fun pad to collect Judy Jetson.

Level 3 : Judy Jetson
Judy is at the fun pad where her favourite pop star Jet Screamer is playing. You must collect all six hearts to win a kiss from Jet Screamer and complete the level.

Race Section:
You must now fly to the school to collect the last member of the family, Elroy.

Level 4 : Elroy Jetson
Elroy has had to stop behind at school because one of his electronic projects has gone wrong. You must find the way from the Headmasters study to the school exit. As school has finished for the day many of the doors are locked. There are a number of keys scattered around but only certain keys open certain doors. Should you touch any of the teachers, you will be sent back to the Headmasters study.

Race Section:
You are now on the final leg of the journey. Fly from Elroys school to the beach at Las Venus.

ADDITIONAL NOTES:

As well as collecting all the members of the family (Jane, Judy & Elroy), there are two other members of the family you must find. The places where these character are is not at first obvious. Our only tips to you are;

    1) Press all buttons you may find, their use may not be apparent, but they all do something!

    2) You can interact with one or two background objects. We will leave you to discover which!

Good luck George.

LOADING INSTRUCTIONS

IBM PC & COMPATIBLES

Boot the machine into MSDOS. Insert the disk and type: JETSONS <Return>
Typing: JETSONS ? <Return> will display information on running THE JETSONS on different specification machines.

AMIGA & ATARI ST

Insert the disk in the disk drive then reset the computer.

CBM64 (Tape):	Press SHIFT& RUN/STOP KEYS TOGETHER
CBM64 (Disk):	Type LOAD "*",8,1
SPECTRUM:	Type LOAD "" Then press ENTER
AMSTRAD (Tape):	464 – Press CTRL & Small ENTER keys together 6128 – Type |TAPE (ENTER) Press CTRL & Small ENTER keys together
AMSTRAD (Disk):	ICPM (ENTER)

CONTROLS/KEYS

IBM PC & Compatibles

Keys: Additional Keys:
Z   Left   P   Pause
X   Right   R   Resume
O   Up   F2   Music On/Off
K   Down   F10   Exit to DOS
SPACE   Press button/Activate (Turbo when in the Jet Car)
Or use joystick.

Minimum System Requirements: 512K Memory CGA Video Card   360K 51/4" Disk Drive

THE JETSONS is compatible with: CGA, EGA & VGA video cards
Adlib & Soundblaster sound cards

If neither of the above sound cards are fitted, the game defaults to the internal beeper.

AMIGA & ATARI ST
Joystick only
Additional keys:
P   Pause
R   Resume Game
F10   50/60 Hz toggle (For PAL/NTSC)

CBM 64 (TAPE & DISK)   SPECTRUM
& AMSTRAD (TAPE & DISK)
Keys: Keys:
Z   Left   Z   Left
X   Right   X   Right
O   Up   O   Up
K   Down   K   Down
SPACE   Press Button/Activate   SPACE   Press Button/Activate
         (Turbo when in Jet Car)   (Turbo when in Jet Car)
P   Pause   P   Pause
R   Resume   R   Resume Game
Or use Joystick   Or use Sinclair or Kempston compatible
                                   Joystick interfaces.