

**COLECO
VISION™**

CollectorVision
Games
Guide No. 099081

CARTRIDGE INSTRUCTIONS

BOMB JACK



Jump across the sky to collect the bombs !

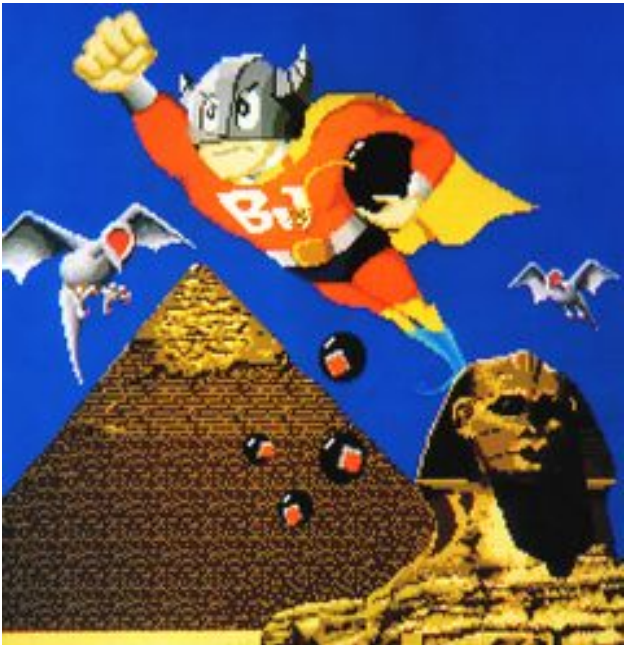
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GAME DESCRIPTION

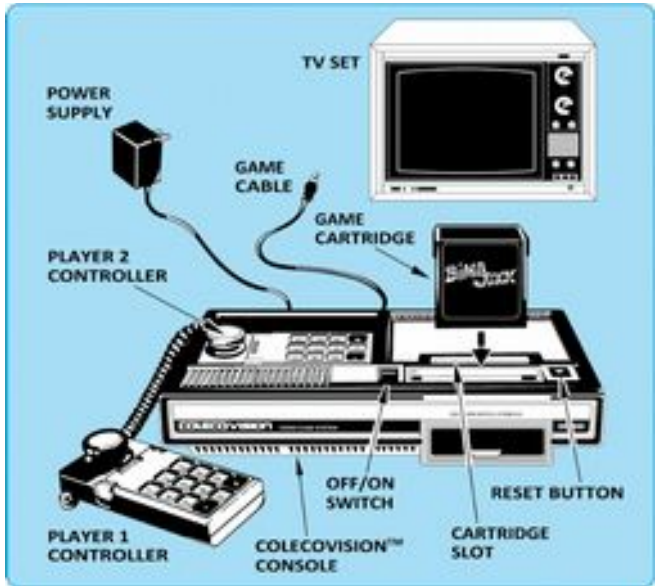
Take to the skies as you play the part of the intrepid hero Bomb Jack, the man without fear, as he indulges his incurable hobby of bomb collecting.

Bomb Jack will take you around the world from Egypt to Greece, sunsoaked beaches to the skies of New York City, but don't expect a holiday in this game. Danger threatens from every side in the form of deadly robots, rogue satellites and even killer-sparrows!

Your only chance is to eat the power pill which drains your enemies of power and leaves them easy prey to Bomb Jack. But look out the pills effects won't last forever, unlike Bomb Jack's strange urge for collecting bombs.

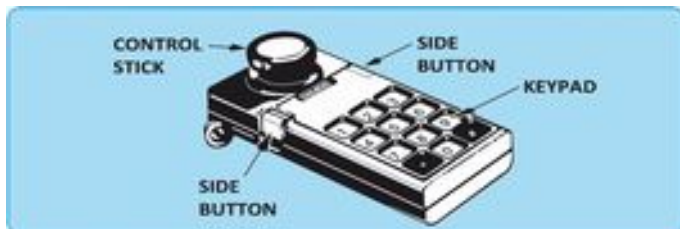


GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Bomb Jack™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn Off/On switch to On after cartridge is inserted.

USING YOUR CONTROLLERS



Fortunately for Bomb Jack his controls enable him to take mighty leaps, to stop in mid-air, to remain where he is and to change his direction. Given these responsive controls his missions are challenging experiences, and his collections remain consistently high.

Use Control stick to move Jack around. Press left side button to jump or to stop him in the air. Push Control stick up and press left button to make ultra high jump.

HERE'S HOW TO PLAY



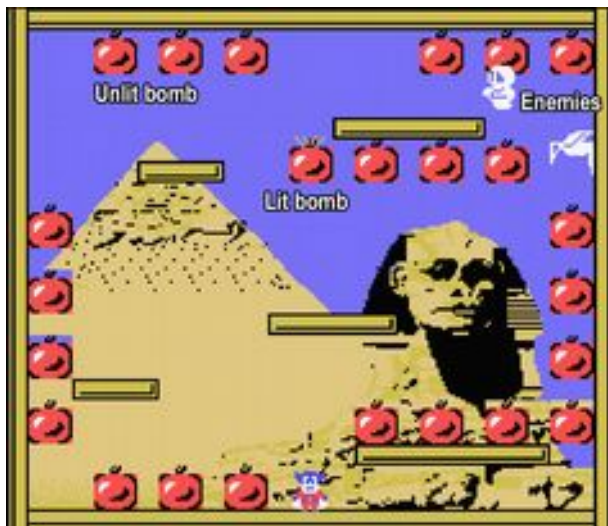
You are Jack the superhero. You can jump across the sky, leap and glide. A bad guy has planted bombs at famous tourist sites : the Sphinx in Egypt, the Acropolis in Greece, the Castle of Neuschwanstein in Bavaria, New York City and Los Angeles.

You must fly around the screen to collect the bombs. Each screen uses a different configuration of platforms upon which you may run and jump.

Jack defuses the bombs by simply touching them. As soon as he has touched a lit bomb, another bomb's fuse lights up, and so on. You get the highest score by touching the bombs in the correct lit-fuse sequence. Jack may also defuse an unlit bomb by touching it, but he gets less points.

Enemies float around the screen, making Jack lose a life if he touches them.

A circular bouncing "P" appears, and when collected, it will turn all the enemies into bonus coins for a short period during which Jack may collect them.



While the backgrounds themselves are repeated as the game progresses, the platform layouts for each level are completely different.

At start screen, you can choose between Easy, Normal or Hard modes.

With the fourth option, you can decide to use the right side button instead of the combination of pushing the stick up and pressing left side button to perform ultra-high jump.

After losing three lives, the game is over.



Jump by pushing side button when Jack is on the floor.



Bomb Jack stops when pushing side button in the air!



He stays in the air when pressing side button fast!



You can make ultra-high jump by pushing stick up and pressing side button. You can also make ultra-high jump by using the right side button if you chose the option at start screen.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Unlit bomb	1 point
Lit bomb	10 points
Bonus coin	5 points

HOW TO REACH US

bfg gamepassion

<http://bfg-gamepassion.blogspot.fr>

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Bomb Jack, but it is only the beginning! You will find that this cartridge is full of special features that make Bomb Jack exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Bomb Jack ©1984 Tehkan. All rights reserved.

Program and audiovisual by Michel Louvet.

Graphics by JP Meola and L Miron.

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Made in Canada by CollectorVision, Inc.

Montreal, Quebec. Printed in Canada

Box and manual by Vincent GODEFROY – www.colecoboxart.com

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