

**COLECO  
VISION™**

CollectorVision  
Guide No. 099142

**CARTRIDGE INSTRUCTIONS**

# **JAWBREAKER I&II**



*A trip to the candy shop was never so exciting -  
nor so dangerous!*

**COLECO**

# JAWBREAKER I&II

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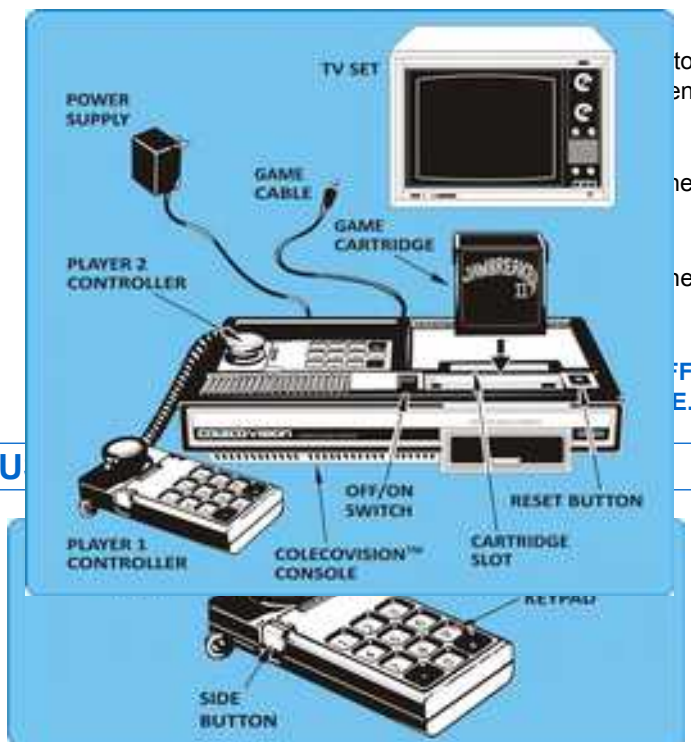
## GAME DESCRIPTION

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A trip to the candy shop was never so exciting - nor so dangerous! While you are gobbling up treats, a swarm of happy faces is trying to catch you to pull those teeth. To avoid the grinning gobblers, move quickly from side to side and up and down through the continuously moving doors.

Your only defense is to eat an energizer and go after the happy faces. You only have a few seconds after eating the energizer, so hurry!! Once you clear the screen of treats, you will get your teeth brushed before beginning the next level.

## GETTING READY TO PLAY



On start screen, choose Hard or Easy level, then press side button to start game.

Choose the version you want to play.

Move your teeth with the Control Stick

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## HOW TO PLAY

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The maze will be filled with rows of candy bars. A pair of jaws will appear at the center of the maze.

Smiling faces will appear in other rows of the maze and will begin to move through the maze. Be quick so they don't catch you.

When you finish all candy bars, you get your teeth brushed. After eating a vitamin pill, you'll have a few seconds of extra energy when you can munch the miling faces.

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## SCORING

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small dot	10 points
Energizer	100 points
Special treats	100/200 points
Faces	100 to 400 points

**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.

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## TRIVIA

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Jawbreaker was programmed by John Harris for the Atari 8-bit family and published by On-Line Systems in 1981. It's a clone of Pac-Man released before the official version of Pac-Man was available.



After the port to the Apple II, Harris made a different version the following year for the Atari 2600 because of legal issues.



Atari 2600

This new game was the template for subsequent versions (for the Commodore 64, the Texas Instrument TI-99/4A...) and sold, confusingly, both as Jawbreaker and Jawbreaker II. These ports were not coded by John Harris, and were instead contracted to Dan Drew.

The two versions in this cartridge, called Jawbreaker I and II, are variations of Dan Drew's version. They were programmed by Maggoo. One looks more like the Atari 2600 version and the other one looks like the TI-99/4A version.



TI-99/4A

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## HOW TO REACH US

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## THE FUN OF DISCOVERY

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

# CREDITS

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©1981-83 Sierra On-Line, Inc.

Original games by John Harris and Dan Drew

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Colecovision version by Maggoo

Music by Toni Caballero

Artwork by Eric Boez

Testing by Skyewelse and Masaxi

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