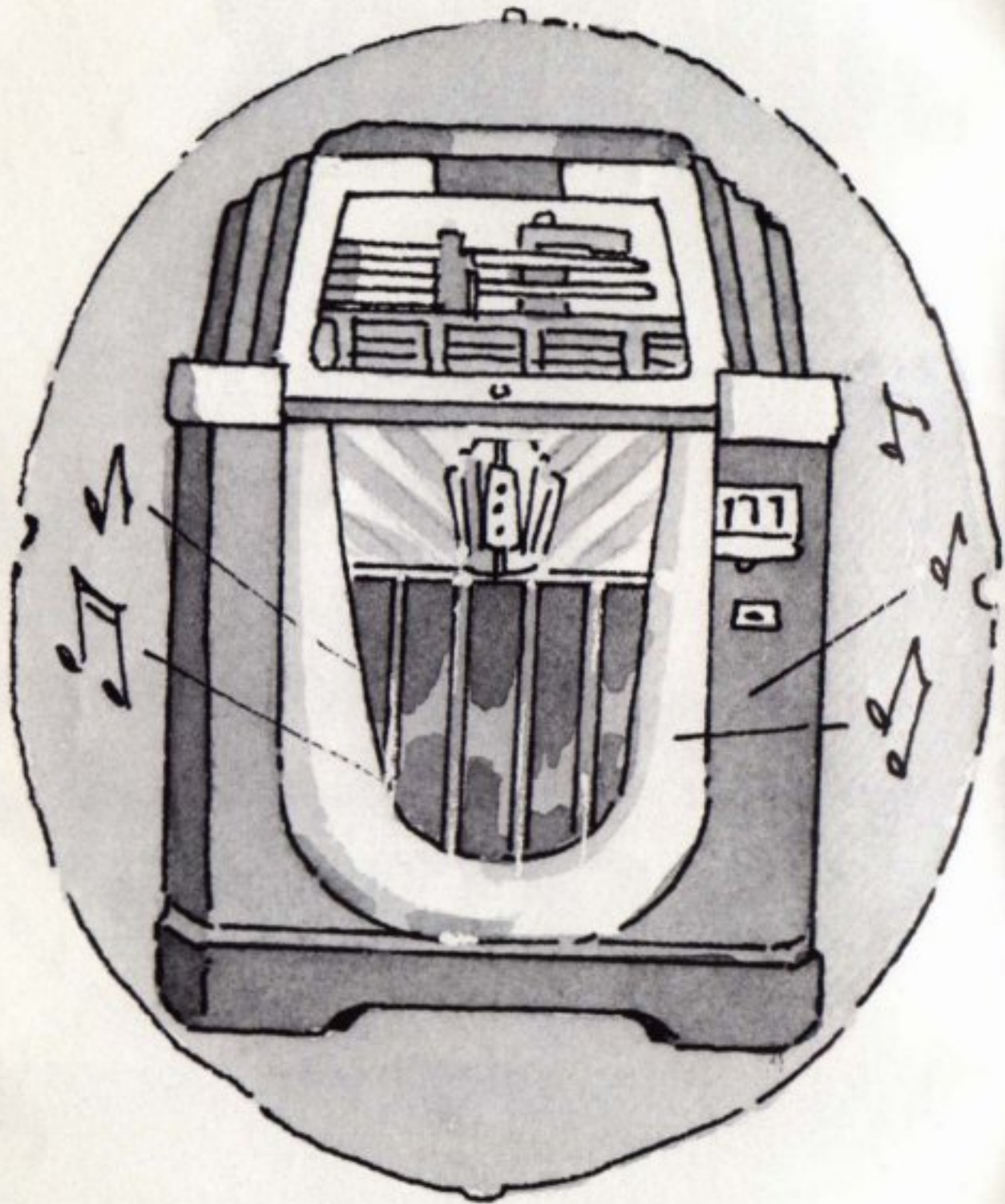


JUKEBOX™





PUT ON YOUR DANCING SHOES



JUKEBOX is a musical strategy game that's kind of a cross between a chess match and a dance contest.

During the game the jukebox plays lots of terrific songs — songs so good you never want them to stop. But to keep the music playing, you've got to create gold records. Use your dancing shoes to jump from square to square, creating hit records as you go.

The more gold records you get, the more coins you earn. Use the coins to keep the music bopping and the game from stopping.

And not only is JUKEBOX fun to play, it's also a challenging learning game. By studying the size and configuration of records, players develop strategies to avoid being trapped. Memory and concentration skills are tested as players plan their moves from square to square. And by recognizing patterns, players sharpen their prediction skills.

All together, JUKEBOX is an exciting challenge with plenty of fun for young and old alike.

GAME PLAY

GETTING READY TO PLAY

Atari® and Commodore 64™ Computers:

1. Turn off the computer.
2. For one player, plug the joystick into port 1.
For two players, plug joysticks into ports 1 and 2.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 Computer, place the cartridge in the left hand slot.)
4. Turn the computer on. (Note: turn off the computer before removing the cartridge.)

JUKEBOX INSTRUCTIONS

THE OBJECT OF THE GAME:

Turn records into hits by moving animated shoes onto the right flashing gold square at the right time. When you make a gold record, you win a gold coin which can be used to buy more time on the dance floor. Since your score is measured by the number of gold coins you have at the end of the game, create as many gold records as possible in the least amount of time.

PLAYING THE GAME:

Using the Joystick:

1. Move your joystick to point your shoes in the direction you want to go. (You may move diagonally.)



2. Press the joystick button to jump to the next square.

Note: In two-player games, you must alternate jumps. Your shoes will flash when it is your turn. Coordinate your steps or you lose time.

MAKING RECORDS:

When you dance onto an empty square, a small record appears. Each time your shoes land on a record it grows larger. Records will grow from small to medium to large and, in some cases, to gold.

When you jump onto a record that has reached its largest size, it disappears unless it is in a flashing square. Then it becomes a gold record.

Shoes can only jump onto a record that is the same size or smaller than the one they jump from. Shoes cannot jump onto a larger record. So look before you leap.



One-Player Game:

If all the records around you are larger than the one you are on, you become trapped and the game ends.

Two-Player Game:

If you become trapped, your record will grow larger each time your opponent moves. Your record increases in size until you can move again.

GOLD RECORDS:

Records in flashing squares turn gold when you make them reach their largest size. Gold records stay on the screen until the end of the game.

Whenever one record turns gold, an empty square will start flashing – another chance to make a gold hit. Make sure to leave empty squares so that flashing gold squares can appear.

In a two-player game, if there are no flashing gold squares, one player needs to create an empty square. Jump onto a large record that is not in a flashing square. An empty square will appear and start flashing.

GOLD COINS AND THE MUSIC METER:

When you make a record turn gold, you win a gold coin.

Try to win as many gold coins as you can – without getting trapped.

A music meter at the right of the screen times your moves.

When you run out of time the jukebox will automatically take one of your coins to buy more playing time. If you run out of time and coins the game ends.



OPTIONS:

To play again:

Press **RETURN** or **f1** on Commodore.

Press **START** on Atari.

To change the number of players:

Press **f3** on Commodore.

Press **OPTION** on Atari.

To pause during the game:

Press **f7** on Commodore:

press **f7** again to continue.

Press the **space bar** on Atari;

press the **space bar** again to continue.

JOYCE HAKANSSON and ASSOCIATES, INC., creator

of JUKEBOX is a team of artists, musicians, educators, programmers, writers and game specialists working together to bring excellence and excitement into young people's computer games.

Programmer: John Hanna/
Ken Leonard

Art and Animation: Bud Lucky

Game Design: Sandra Curtis,
Dan Fingerman, Mark Lieberman,
Michael Orkin, Budd Wentz

Music: Ed Bogas

Technical Director: Ken Leonard

Project Manager: Michael Orkin

Educational Research:

Sandra Curtis, Mark Rosen

Book Author: Julie Maia

Book Design: Linda Allison

And also: Barbara Bybee, Elizabeth
Larkam

Package and Instruction Booklet

Illustration: Bill Morrison

This software product is copyrighted and all rights are reserved by Spinnaker Software Corporation. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, selling or otherwise distributing this product is hereby expressly forbidden.

All material in this booklet is the property of Joyce Hakansson and Associates, Inc. © 1984 Joyce Hakansson and Associates, Inc. All rights reserved.

Commodore 64 is a trademark of Commodore Electronics Ltd. Atari is a registered trademark of Atari, Inc.

JUKEBOX computer program is a trademark of Spinnaker Software Corporation.

SPINNAKER™
We make learning fun.