



TAITO™

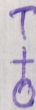
TAITO AMERICA CORP.

390 Holbrook Drive
Wheeling, IL 60090

Printed in Japan

Nintendo

GAME BOY



DMG-JS-USA



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.



THANK YOU for buying
The Jetsons from Taito.

TAKING CARE OF YOUR GAME

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Don't wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

ADVISORY

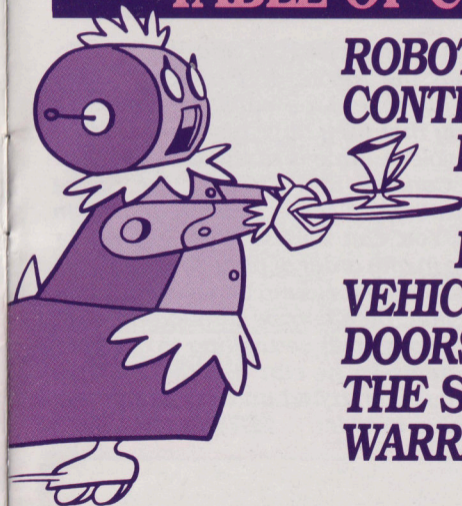
READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

TAITO IS THE TRADEMARK OF TAITO CORP. © TAITO 1992
THE JETSONS IS THE TRADEMARK OF HANNA-BARBERA PRODUCTIONS, INC. 1992.

AK

TABLE OF CONTENTS



ROBOT PANIC	4
CONTROLS	5
PLAY SCREENS	6
CHARACTERS	8
ITEMS	10
VEHICLES	12
DOORS	13
THE STAGES	14
WARRANTY	15

ROBOT PANIC

While supervising the Button Pusher Division of Spacely Sprockets, George Jetson notices that the robots and computers are starting to malfunction. Then his wife Jane calls, and his two children, Elroy and Judy, to say that they have also noticed that robots are acting strange and violent. Jane is at the Mall, Judy at a Rock Concert, and Elroy at the Space Bowl Stadium. George must reach them quickly. You can choose Elroy, Judy or Jane in any order of play. Each of them must gather as many items as they can find, then escape through the exit. George will be waiting to get their items so he can use them on his mission to find and stop the cause of this trouble.



CONTROLS

CONTROL PAD (CP)

This will move characters, make them squat, and also move the cursor.

START

Push this to begin the game, pause, cancel, display items, and enter choices.

A BUTTON

When you want a character to jump, push the A Button.

B BUTTON

Use the B Button to throw or to pick up a Box.

SELECT

Not used in this game.

HOLD A BUTTON

When you press and hold down the A Button Jane flies with her Jetpack.

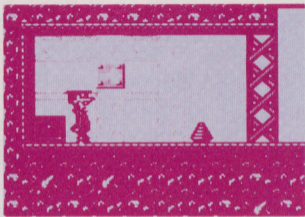
CP AND A BUTTON

To use Judy's Magnetic Boots, push A and press the Control Pad up at the same time.

PLAY SCREENS

MAIN SCREEN

Your player and a sub-screen appear on the main screen.



L When out of hearts, you lose a life. You can have as many as 10 hearts and keep them when you successfully pass a stage.

E This shows the energy (E) of the item you're holding. Items regain their energy when they are not selected for use.

P Each member of the Jetson family starts out with three lives. When the three lives are gone, you can start over or Continue.

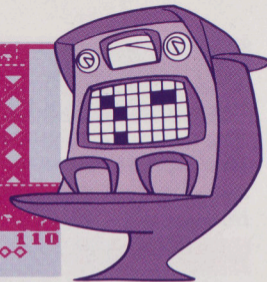
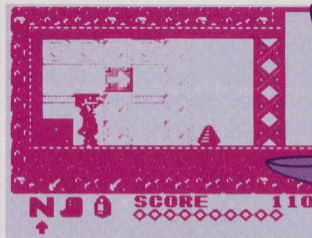
***** When you are in the Space Bowl Stadium with Elroy, no E will appear because Elroy doesn't have items that require Energy.

PAUSE SCREEN

When you push Start the pause screen appears.

N When no items are currently being used by the player, this N will appear in the sub-screen.

J To select an item, like the Magnetic Boots, use the Control Pad to move the arrow over beneath them. Then push Start. The words "READY! GO!" appear in the sub-screen and you are returned to the main screen. Your player can now use the Boots until they run out of energy or you pick out a different item.



J This is the Jetpack. You will select it in the same way you picked the Magnetic Boots.

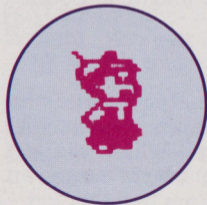
D Every time you collect an item, a diamond appears on the sub-screen. When you get 10 items, your player earns an extra life.

CHARACTERS

You'll start in the three Pre-Stages, with Elroy, Judy and Jane. They must collect items to give to George so that he can use them in the main part of the game. He will fight through four stages.

ELROY

Elroy will climb into the framework of the Stadium ceiling. His weapons are a ball and a box.



JUDY

Judy will use her Magnetic Boots. You must see a ceiling on the screen or she can't jump up to it. Judy's weapon is a box.



GEORGE

George's best means of attack are the Boxes he finds and the Ball given to him by Elroy.

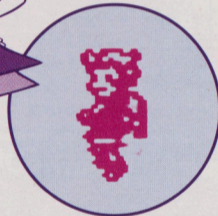
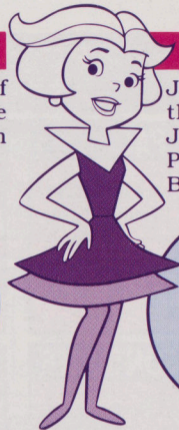


CONTINUE

When you lose all lives, you can quit or Continue. You can Continue three times. Continue puts you at the start of the last stage you were in, but you lose your items.

JANE

Jane must reach the roof using her Jetpack and a Box. Push and hold the A Button to fly.



ITEMS

POWER PACK



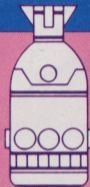
Your player must touch a Power Pack to pick it up. Each Power Pack adds one full heart to the character.

HEART CONTAINER



Finding a new heart in the Heart Container adds another heart to the number that are available to you. Just pick it up.

ENERGY TANK



You will have to search carefully to find an Energy Tank. One Energy Tank will restore all of your hearts.

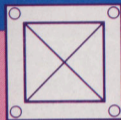
SPECIAL ITEM



When you have gathered ten items, you are given another life. One diamond for each item appears on the pause screen.

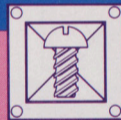
ABOUT BOXES

NORMAL BOX



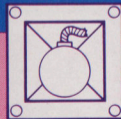
Your player can slide Normal Boxes across the floor. They explode when they hit things.

SCREW BOX



This explodes if it bounces three times when you drop it. It damages nearby opponents.

BOMB BOX



To make this Box blow up, slide or drop it. The long explosion defeats all enemies.



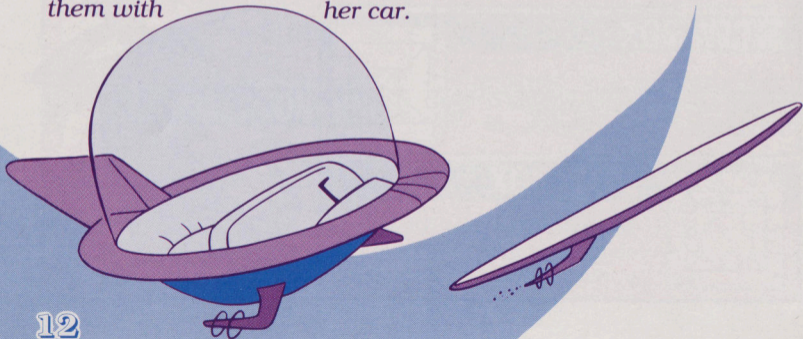
VEHICLES

SPACE CAR

Jane is invincible when she is driving her Space Car. She can defeat enemies by jumping on them with her car.

JET SKATEBOARD

Judy cannot change items while riding the skateboard. She can jump on enemies to defeat them.



DOORS

MAIN ROUTES



This door leads you directly to the exit and safety.

SUB-ROUTES



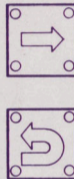
Enter this door to find items or secret routes and rooms.

EXIT



When you go through the Exit, you successfully complete the stage.

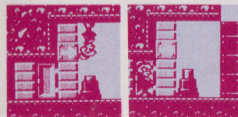
ARROW



When you are in confusing areas, follow the arrows.



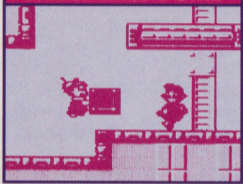
MYSTERY SWITCH



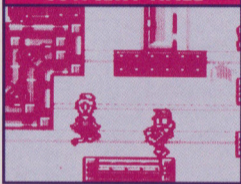
You never know what using this switch will do. Sometimes you have no choice but to try it. The switch might help you out, and it might instead harm you.

THE STAGES

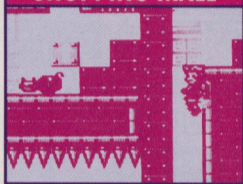
SPACE BALL DOME



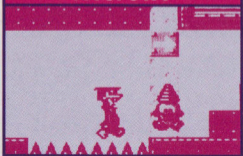
CONCERT HALL



SHOPPING MALL



COGSWELL'S FACTORY



TAITO AMERICA CORP. LIMITED WARRANTY

Taito America warrants to the original purchaser of this Taito product that this game pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is" without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Taito product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

TAITO AMERICA CORPORATION

390 Holbrook Drive • Wheeling, IL 60090