**Jukebox**

**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.

**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.

SUPPLEMENT...

NOTE TO COLECOVISION PLAYERS LOADING PROCEDURE

1. Turn off the ColecoVision unit.
2. Put the cartridge in the cartridge slot.
3. Turn OFF/ON switch to ON.

NOTE: Always make sure the ColecoVision unit is off before removing the cartridge.

JUKEBOX GAME INSTRUCTIONS How to Move Your Dancing Shoes:
* Use the control stick to point your shoes in the direction you want to go. (You may move diagonally.)
* Press the control button to dance to the next square. Options:
  * To play again, press the * key.
  * To change the number of players, press the RESET key. ColecoVision is a registered trademark of Coleco Industries, Inc.
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