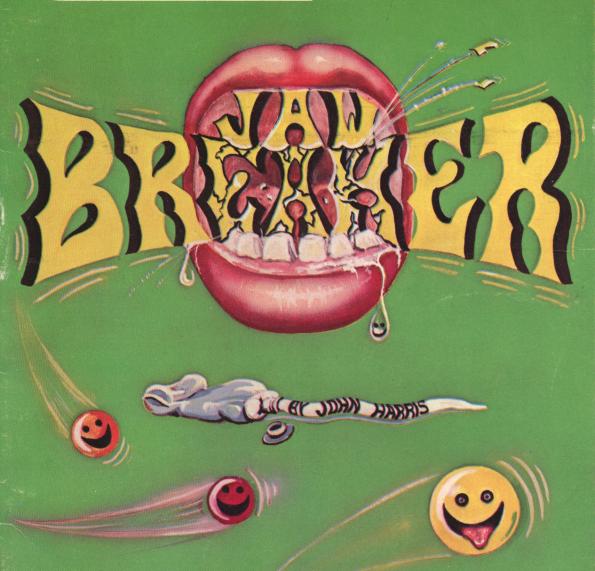


Presents

\$29.95 AT LEAST 16K ATARI 400/800 DISK 100% Machine Language



To Boot Your Game...

- 1. Remove cartridge.
- 2. Place Diskette in drive 1.
- 3. Power up system.
- 4. After the opening music ends, press 'start' key to begin game.

JAWBREAKER

Your player is seems . Guide seems through the eating $\left(\bigvee_{i \in \mathcal{N}} \bigcap_{j \in \mathcal{N}} \bigcap_{i \in \mathcal{N}} \right)$ and running from $\left(\bigvee_{i \in \mathcal{N}} \right)$. If you eat a instead of a (), the () will turn into () for a short period of time. During this time, you can eat (::) you do, the () you eat will turn back into a () and you'll have to run from him again. When the remaining $(\ dots)$ start to blink it means that very soon all the $\left(\begin{array}{c} \cdots \end{array}\right)$ will be $\left(\begin{array}{c} \cdots \end{array}\right)$ again. From time to time, a or maybe even a

will appear in the



These taste very good. So if you can eat them without running into (''), you should.

If at any time in the game, a should get your annual, its will fall out . You only have three connect 's. If all three lose their the game is over.

To win the game, eat all the (stopping to eat), and of course 's.)

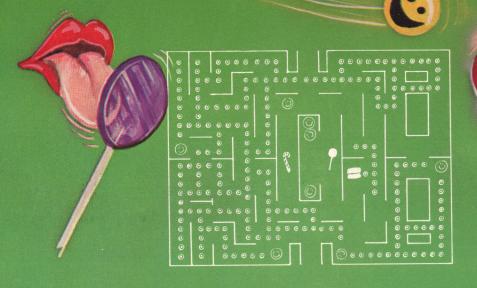
After you've eaten through the its time for some quick hygene . We have to keep the because next, the are quicker and they don't

stay $(\dot{})$ as long.

Enjoy the Game!



36575 Mudge Ranch Road • Coarsegold, CA 93614 • 209-683-6858



This arcade game takes you to the candy store for a wild game of tag with some of the rowdiest playmates you'll find anywhere. If you can eat all the sweets, the bratty kids will stop bothering you and after a quick stop and a brushing of the teeth, it's off to the store for another day of sweets and tag.

- By far the most extensive usage of Atari Graphics to date.
 - Automatically Esculated Skill Level
 - Quick Moving Animation
 - Easy Joystick Control

