

JET SET WILLY
AMSTRAD CPC 464

SOFTWARE
PROTECTION
CARD

Please see reverse side

SOFTWARE PROTECTION CODE

On the reverse of this sheet you will find a matrix of squares each containing four blocks of colours. This forms part of a protection scheme. You will need these colours when you first load the game into the computer, so please,

DO NOT LOSE.

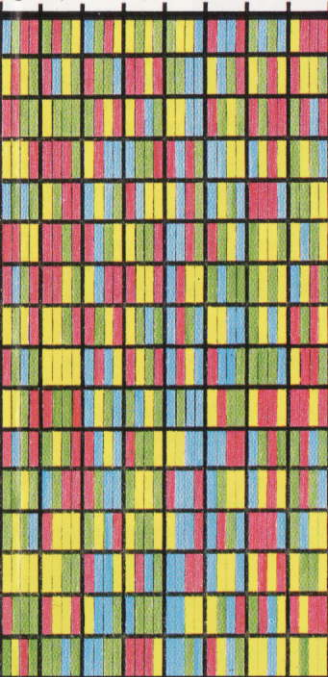
You will only need to refer to it first load in the game. Load game as normal. When the game has loaded the computer will prompt you for a location. Type the number that corresponds to the colours shown e.g.

BLUE = 1 RED = 2 YELLOW = 3 AND GREEN = 4

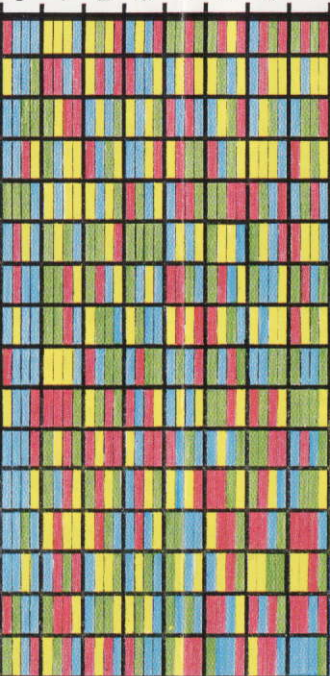
So for red, blue, green, green you would type 2144 then press large ENTER. If you make a mistake typing in, the program will give you a second chance. If you get it wrong the second time the computer will return to basic and you will have to load the program again from the beginning.

	0	1	2	3	4	5	6	7
A	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
B	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
C	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
D	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
E	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
F	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
G	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
H	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
I	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
J	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
K	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
L	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
M	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
N	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
O	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow
P	Blue	Red	Green	Yellow	Blue	Red	Green	Yellow

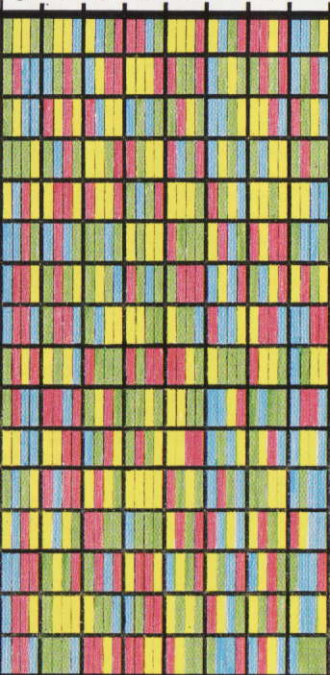
0 1 2 3 4 5 6 7



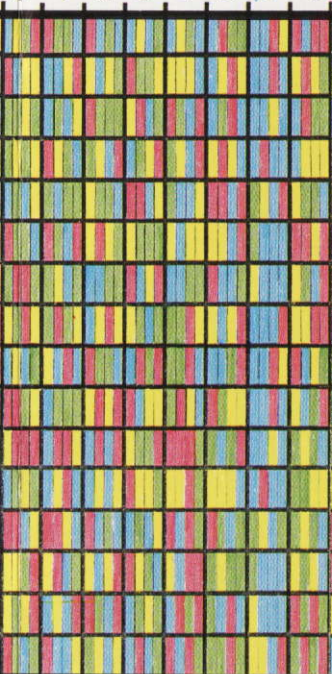
0 1 2 3 4 5 6 7



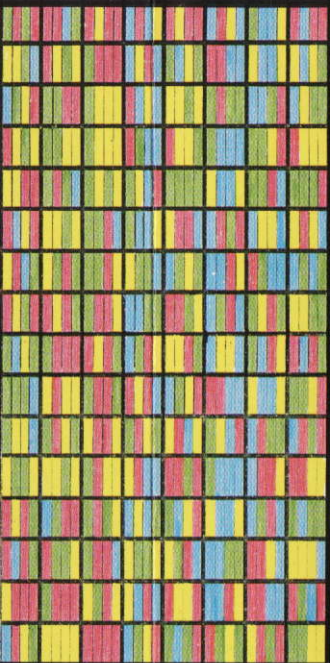
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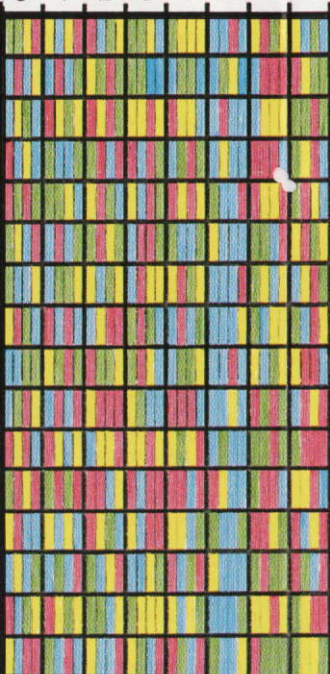
0 1 2 3 4 5 6 7



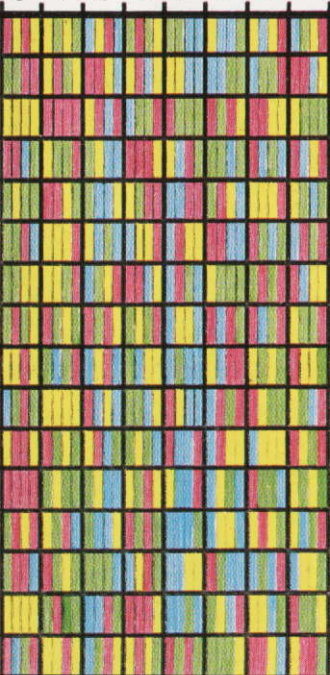
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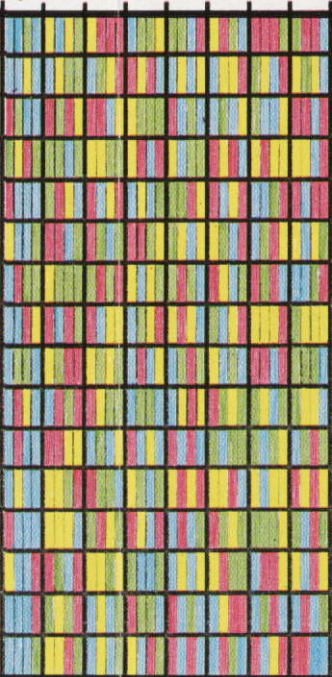
0 1 2 3 4 5 6 7

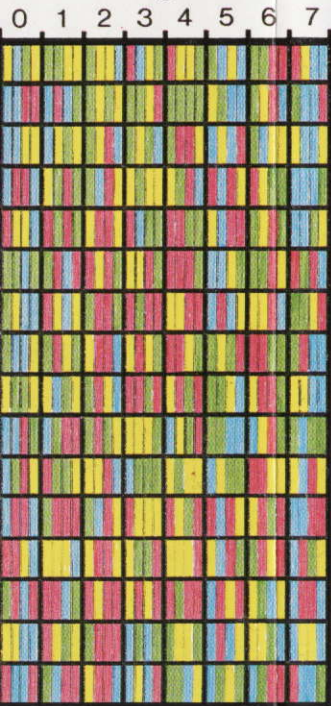


0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7





PATENT PENDING