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## INTRODUCTION



**HOT WHEELS™ JETZ** allows you to fly several jet aircraft in an attempt to defeat the evil Bossbot. The Bossbot has taken control of your toys and is bent on the destruction of your home. He can only be stopped by successfully completing all ten missions, which have been designed by the Bossbot himself. The trick is to beat the clock and complete each of the missions without damaging your house. Of course there are three different skill levels and lots of surprises along the way. Defeating the Bossbot will take great flying skill and steady nerves.

**BUT IF YOU'RE UP TO THE CHALLENGE LET'S GET INTO JETZ!**

## SYSTEM REQUIREMENTS



Before you install **HOT WHEELS™ JETZ**, you should make sure that your PC meets the following hardware and software requirements.

You should have:

A Pentium® II 300 PC or higher (a 3D accelerator card is recommended)

A 4x CD-ROM drive or higher

40 megabytes of hard disk space available

32 megabytes of RAM or higher

A Sound Blaster® compatible sound card

Color monitor

A mouse and keyboard (a control stick is recommended)

Microsoft® Windows® 95, 98, or ME



4.

## INSTALLING HOT WHEELS™ JETZ CD-ROM

Insert the **HOT WHEELS™ JETZ** CD-ROM disc into your drive.

If you have the Auto insert notification feature enabled for your CD-ROM, just left click on the install button and skip the next two steps.

Select **START** and then **RUN** from the Windows Taskbar.

Type `d:\setup` (d refers to your CD-ROM drive. If your CD-ROM drive is not d: type the appropriate drive letter.)

Follow the instructions that appear on your screen.

After installation is complete, you can find an icon for **HOT WHEELS™ JETZ** in the **HOT WHEELS™** menu item within Programs under the Start Menu in the Windows Taskbar as well as on the desktop.

**Note:** For best performance results, close all unnecessary applications before installing or running **HOT WHEELS™ JETZ**.

## RUNNING HOT WHEELS™ JETZ CD-ROM

5.

Anytime you want to run the **HOT WHEELS™ JETZ** game, you must place the **HOT WHEELS™ JETZ** CD-ROM disc into the drive before you start the program. Insert the **HOT WHEELS™ JETZ** CD-ROM into your drive and perform the following:

If you have the Auto Insert notification feature enabled, just left click on the Play button.

You may also double click on the desktop icon and then select **PLAY** or select **START** from the windows Taskbar and search through Programs for the **Hot Wheels™ JETZ** menu.





## UNINSTALLING HOT WHEELS™ JETZ CD-ROM

If you have the Auto Insert notification feature enabled, just left click on the Uninstall button.

You may also uninstall the program by using the Add/Remove Programs Control Panel or from the Start Menu - search through the listed Programs for the HOT WHEELS™ JETZ Uninstall.

## MAIN MENU



The Main Menu lets you access **FREE FLY**, **GAME OPTIONS** and **CAMPAIGN** modes. You may also **EXIT** the game from this Menu. Move the cursor over the left or right arrows at the bottom of each menu to go back or move on to the next menu.

**FREE FLY** - Fly all over the house and shoot a variety of targets! See page 9 for more information.

**CAMPAIGN** - Test your skill with the challenge of ten missions! See page 10.

**GAME OPTIONS** - Customize the game settings. See the next section for more information.

**EXIT** - To **EXIT HOT WHEELS™ JETZ**, move the cursor over the cockpit of the jet icon and left click. A message will ask if you are sure you want to exit the game: left click on **YES** to return to your Desktop.





Use the left click on your mouse on the Game options icon in order to access the Key Controls page, Joystick activation, and Graphics/Sound options

#### JOYSTICK OPTION

If a Joystick is installed on your system, the game will automatically activate it. If you do not wish to use the Joystick, left click the large joystick icon using the mouse. If the joystick is not active, a large red X will be displayed over the icon.

#### KEY CONTROLS

A left click on the keyboard icon will display all of the key functions for JETZ. This page is also displayed in the back of this manual for easy reference.

#### GRAPHICS/SOUND OPTIONS

A left click on the computer monitor icon will allow you to set the graphics and sounds to ensure quality play.

The Free Fly game mode allows you to fly all over the house and shoot a variety of targets. After you select FREE FLY from the Main Menu, you will be asked to select a SKILL LEVEL. You may then view the MISSION BRIEF, and then SELECT AIRCRAFT.

Once the aircraft has been selected, right click the lower right button to GO FLY. Note that the BEGINNER mode SKILL LEVEL is not available. Also the choice of aircraft will be randomly generated, unlike the CAMPAIGN mode where you start with either the Air Fighter or the Tank Blaster. Each time you select FREE FLY, you will never know what aircraft you'll get a chance to fly!





## CAMPAIGN



The Campaign mode will allow you to test your skill with the challenge of ten missions. In order to start, you must first either select a new CAMPAIGN from the Main Menu, or continue a previously saved campaign.

### LOAD SAVED

To load a saved mission, first ensure **LOAD SAVED** is highlighted with the cursor, then left click on the campaign you wish to play. Next, left click on the lower right arrow in order to view that campaign's statistics.



### NEW CAMPAIGN

If you wish to start a new campaign:  
Right click on **NEW CAMPAIGN**.

Now use the keyboard to enter three letters or numbers that will identify your campaign.

Next, right click on the lower right arrow. If you are starting a **NEW CAMPAIGN** you will be required to select a **SKILL LEVEL**.



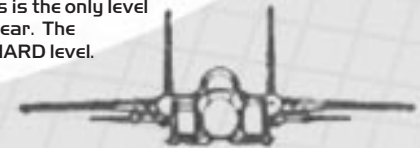
### SKILL LEVEL

**HOT WHEELS™ JETZ** has three different skill levels: **BEGINNER**, **EASY**, and **HARD**. Left click on the helmet of the selected **SKILL LEVEL** then left click the lower right arrow to continue.

**BEGINNER** – There are three missions available in the **BEGINNER** level. For each of these missions you will only be required to operate the weapons while an autopilot flies the aircraft. The gun sight may be operated with a joystick or the arrow keys. The **UP** key will move the sight up, **DOWN** will aim down, **LEFT** will point to the left, and **RIGHT** to the right.

**EASY** – There are ten missions to test your skill in the **EASY** level. The aircraft may be flown with a joystick or the arrow keys. The **UP** key will move the aircraft up, **DOWN** - down, **LEFT** - left, and **RIGHT** - right. The player's aircraft will not take any damage in the **EASY** skill level.

**HARD** – The targets will be more difficult to hit and will need to be destroyed within the time limit in the **HARD** level. This is the only level that will allow you to raise your landing gear. The player's aircraft will take damage in the **HARD** level.





## CAMPAIGN



Note: In the FREE FLY mode only the EASY and HARD modes are available. In the CAMPAIGN mode the BEGINNER level may be selected.

### MISSION BRIEF

In the MISSION BRIEF, you may view a floor plan of the house with each target and your take off area displayed. This is where the mission objectives will be explained. Left click the lower right arrow to select your aircraft.



### SELECT AIRCRAFT

There are seven different aircraft available for you to fly. In the CAMPAIGN mode you will always start out with a choice of either the Air Fighter or the Tank Blaster. You may earn other aircraft through completing missions or flying through the Bonus Rings. The aircraft are listed below:



AIR FIGHTER



TANK BLASTER



SEA PLANE



STRIKER JET



HEAVY BOMBER



FLYING SAUCER



TRANSPORT GUNNER

### RINGS

JETZ has four kinds of Rings located throughout the house for you to fly through.



**MISSILE RING** - The Missile Ring gives you ten missiles.



**HEALTH RING** - Health Rings restore your Health Bar to green.



**BONUS RING** - Bonus Rings will allow you to fly one of the bonus aircraft starting on your next mission.



**RACE RING** - Race Rings are used to mark the course as you fly around the house.





After each mission a DEBRIEF PAGE will appear. If you have completed the mission, MISSION COMPLETED will be displayed. MISSION FAIL will appear if you are shot down or fail to destroy all of the mission targets in the allotted time.

#### MISSION COMPLETED

If you complete a mission, any Medals Earned, Aircraft Earned, or Bonus Aircraft Earned will be displayed along with your mission time and score. All completed missions will be saved automatically, but you may always re-fly any completed mission to improve your score. You may also move on to the next mission by left clicking the lower right arrow, or you can return to the Main Menu by left clicking the button in the upper right.

#### MISSION FAIL

All failed missions will not be saved. You may either re-fly the mission or return to the Main Menu.

#### MEDALS

Bronze, Silver, or Gold Medals may be earned on every completed mission. They will be awarded based on your score and the time it took to complete the mission.

#### SCORE

Points will be awarded to you for every target destroyed and will be taken away for destroying articles in your house that are not targets.

There are targets that must be destroyed in every mission. The number of remaining targets will be displayed on your heads up display. Each target will have a Blue Target Ring around them when you are close.

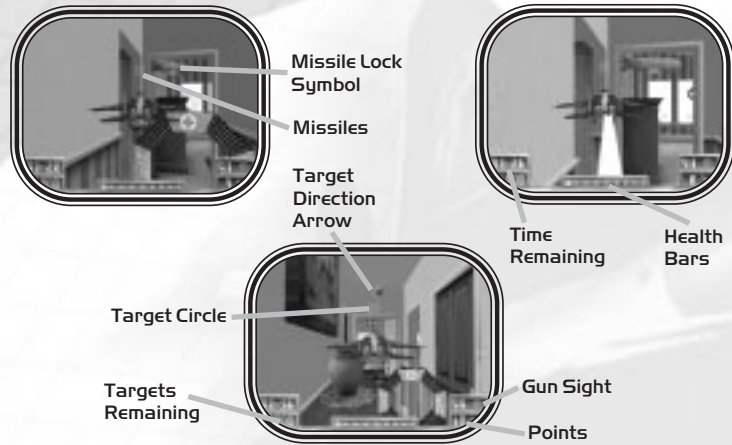
Other targets that will improve your score are scattered throughout the house. Remember that you must destroy targets without destroying your house, so be careful! Once all of the REQUIRED targets have been destroyed you will be instructed to return to your base.

#### TIME

You will have only so much time to complete each mission. If you are in the EASY level, you must destroy all of the assigned targets prior to the time running out. If you are on a HARD level, you must return to your base and land before the time runs out.







The Heads Up Display will always be visible no matter what view is being displayed.

**MISSILE LOCK SYMBOL** - Placing the gun sight on any moving target with missiles available will lock the missile on that target. The missile will now track the target after it has been launched.

**GUN SIGHT** - The Gun Sight is an indication of where the bullets will hit. Note that if you move your views around the Gun Sight will disappear. You must reset to the standard Chase View or Cockpit view in order to see the Gun Sight.

**TARGET CIRCLE** - The Target Circle will appear over any target that must be destroyed in order to complete the mission.

**TIME REMAINING** - This is the Time Remaining to complete the mission.

**POINTS** - This box will display the total points for this mission. Note the number will go down for destroying articles in the house that are not targets.

**HEALTH BARS** - When your aircraft is hit by enemy fire, some of the green Health Bars will turn red. When all of the bars turn red, your aircraft is destroyed and you must start the mission over. Find Health Rings and fly through them in order to restore your aircraft before all of the bars are red.

**TARGETS REMAINING** - The total number of targets that you must destroy in order to complete the mission are displayed in this box.

**MISSILES** - This box contains the total number of missiles available to you. You must find and fly through Missile Rings in order to receive more missiles.

**TARGET DIRECTION ARROW** - This small red arrow will always point towards the nearest target that is listed for your Targets Remaining. The Target Circle will replace the red arrow when the target is in sight.

Note that you will see the blue Target Circle even if the target is behind a wall.





## VIEWS

There are two main views, the Cockpit View and the Chase View. The Cockpit View is only available in the HARD skill level.

### COCKPIT VIEW

The Cockpit view is only available in the HARD level. While using this view, it is possible to look left, right, or behind you by using the view switch on top of your joystick or the Number Keys. Press 8 to view forward, 4 to look left, 6 to look right, and 2 to look behind you.

Note: The Gun Sight will only be displayed in the forward view.

### CHASE VIEW

The Chase View is available in all skill levels. While in this view, it is possible to look around your aircraft by using the view switch on top of your joystick or by using the Number Keys, 8,4,6, and 2.

Note: The Gun Sight is only visible in the forward default view.



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-  Aircraft Up
-  Aircraft Down
-  Aircraft Left
-  Aircraft Right
- B** Air Brake
- N** After Burners
- G** Activate/Deactivate Landing Gear (Ace Mode)
- Spacebar** Fire Primary Gun
- 8** Move View Up (External View) / Forward View (First Person View)
- 2** Move View Down (External View) / Rear View (First Person View)
- 4** Move View Left (External View) / Left View (First Person View)
- 6** Move View Right (External View) / Right View (First Person View)
- V** Center Forward View / Toggle First and Third Person Views (Ace Mode)
- P** Pause the Game
- M** Fire Missiles

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Customer Service Department  
27001 Agoura Road, Suite 270  
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