JET-BOOT JACK

LOADING: Cassette
Press **CTRL** and small **ENTER** key.
Press play, then press **RETURN.**

DESCRIPTION

JET-BOOT JACK, space-age jogger, zips his way through the **RECORD PRESSING PLANT,** collecting musical notes as he goes. Unfortunately, bugs and gremlins are trying to prevent him from achieving his aim – that is, amassing the greatest music collection in the world! He must eliminate the nasty creatures by travelling above their heads and bouncing on top of them until they fall to their deaths. In his search for musical satisfaction, **JACK** needs fuel to power his unique **JET-BOOTS,** which he can collect by colliding with the overhanging vinyl pods – the energy is quickly transformed into fast action **JET-BOOT JACK** propellant! So, the scene is set, now commence play and see just what **JET-BOOT JACK** must contend with in the first **TEN SCREEN ADVENTURE** undertaken by our intrepid hero of the future!

KEYBOARD CONTROL:

S: Selects the skill level and determines the number of bugs and gremlins, the number of refills available from each vinyl pod, the initial amount of fuel, and the **BONUS** multiplier.

SPACE BAR:

This controls the maximum jump factor i.e. it lets you bypass the early screens you have already completed, so that you may re-commence on the same screen, when you play your next game. N.B. When you have completed **SCREEN TEN,** the next screen will always be **SCREEN ONE,** irrespective of the jump value.

JOYSTICK/KEYBOARD OPERATION:

Press **J** to select joystick operation,
or **K** to select keyboard mode.

START:

The **ENTER** key or the joystick button will start the game using the values set on the current optiona page.

DEMO:

During the **DEMO** mode which starts after 20 seconds, the **ESC** key will reset to the options page.
The **ESC** key will also do this while a game is being played.

JOYSTICK CONTROL:

LEFT and RIGHT: Moves **JET-BOOT JACK** as directed.
DOWN: Makes him jump up and down on the spot. Cannot be used while he is on a lift or slider.
UP: If **JACK** is on a lift or slider, pushing the joystick **UP** controls the movement of it.

JOYSTICK BUTTON:

Pressing this causes **JACK** to duck under low ceilings etc and bugs – after a while he will rise again automatically.

KEYBOARD CONTROL:

'Z' KEY: MOVES JACK LEFT
'X' KEY: MOVES JACK RIGHT
'\' KEY: MAKES JACK JUMP UP AND DOWN ON THE SPOT
(Cannot be used on lift or slider)
'□' KEY: ACTIVATE (If **JACK** is on a lift or slider, this key controls the movement of it)

ENTER KEY:

Pressing this causes **JACK** to duck under low ceilings etc and bugs – after a while he will rise again automatically.

SKILL LEVEL P: Practice mode. No bugs, 5 refills per vinyl pod and a **BONUS** of **100** for each vinyl pod unused.
SKILL LEVEL 1: Two bugs per screen, 5 refills per vinyl pod and **100 BONUS** multiplier.
SKILL LEVEL 2: Four bugs per screen, 5 refills per vinyl pod and **200 BONUS** multiplier.
SKILL LEVEL 3: Six bugs per screen, 4 refills per vinyl pod and **300 BONUS** multiplier.
SKILL LEVEL 4: Eight bugs per screen, 4 refills per vinyl pod and **400 BONUS** multiplier.
SKILL LEVEL 5: Ten bugs per screen, 4 refills per vinyl pod and **500 BONUS** multiplier.

SCORING:

Each musical note collected: **75 POINTS.**
Bugs and gremlins are killed by jumping up and down above them, giving a **RANDOM BONUS: 100-350 POINTS.**
SCREEN COMPLETION BONUS: ×100 – ×500.
Number of pods left × the **BONUS MULTIPLIER.**
Each screen is completed by collecting all the notes.

FUEL:

Each pod contains a fixed number of refills – if your reserves are high, duck under the pods to score more points!

WARNING:

Sirens sound when fuel is running low *and* when **JACK** has been standing still for too long.

EXTRA LIVES:

Awarded when score reaches: **10,000 30,000 50,000** and **80,000.**

BUGS AND GREMLINS:

STATORS: They remain in one position but descend and rise at regular intervals.
They can only be killed in the raised position.
PATROLLERS: They travel from side to side.
FLAPPERS: They move under the slider supports and *cannot* be killed – very dangerous!

HINTS ON PLAY:

JET-BOOT JACK may only climb on and off the lifts and sliders when they are stationary.

PAUSE CONTROL:

During play, the **SPACE BAR** will pause the game, until pressed again.

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JET-BOOT JACK™

AMSTRAD CPC 464

This is a Computer and Video Games Hall of Fame Game.

ENGLISH™ SOFTWARE

JET-BOOT JACK by Jon Williams
AMSTRAD VERSION by Colin Hughes

JET-BOOT JACK space-age jogger, takes you on a chase through the vinyl vaults of the **PRESSING PLANT!** Ten screens of action, with bugs and gremlins galore, make your trip the experience of the age!

SCREENSHOTS shown are from either **COMMODORE 64 BBC B** or **AMSTRAD** versions of **JET-BOOT JACK**

JET-BOOT JACK is dedicated to Carol

JET-BOOT JACK™

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