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CONTROL:

F5: Selects the ONE or TWO player game, where the players alternate.

F3: 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, ie, 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. NB. When you have completed SCREEN TEN, the next screen will always be SCREEN ONE, irrespective of the jump value.

START:

The F7 key or the joystick button will start the game using the values set on the current options page.

DEMO:

During the DEMO mode which starts after 20 seconds, the F3 key will reset to the options page. The F3 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.

SKILL LEVEL P:

Practice mode. No bugs, 5 refills per vinyl pod and a BONUS of 100 for each 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:

X100-X500

Number of pods left X 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. Use the joystick UP movement to control the movement of them, so you can jump off easily.

PAUSE CONTROL:

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

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