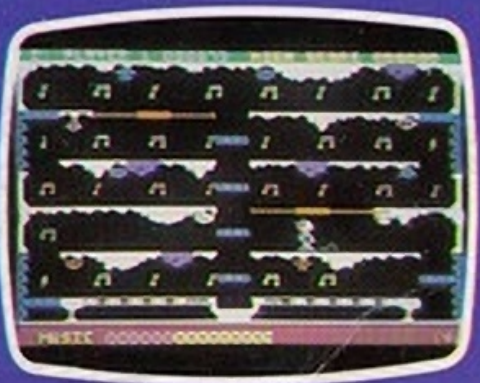




JET-BOOT JACK™



ENGLISH™
SOFTWARE

JET-BOOT JACK™



JET-BOOT JACK

by Jon Williams and Mark Taylor

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!

pavlova

Loads in less than 4 minutes.

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JET-BOOT JACK is dedicated to Cavi!

JET-BOOT JACK

INSTRUCTIONS FOR COMMODORE 64 VERSION:

LOADING: Cassette:

Type load and RETURN.

TO BEGIN: JET-BOOT JACK is a one or two player game using joystick port 2.

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!

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 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. I.B. 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 F5 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 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: $\times 100 - \times 500$.

Number of pods left $\times$ 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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