LOADING INSTRUCTIONS

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 6½ minutes to load.

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 traveling 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 unitque 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.

KEY Z = moves Jack left
X = moves Jack right

\ = makes Jack jump up and down on the spot.

] = activates (if Jack is on a lift or slider, this key controls the movement of it)

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. NB when you have completed screen 10 the next screen will always be screen 1, irrespective of the jump value. It will also pause the game.

Enter = starts the game and also causes Jack to duck under low ceilings etc and bugs — after a while he will rise again automatically.

Esc = will reset the options page during the demo mode and while the game is being played.

S = selects the skills level and determins the number of bugs and gremlins, the number of refills available from each vinyl pod, the initial amount of fuel and the bonus multiplier.

J = to select Joystick operation

K = to select Keyboard mode.

JOYSTICK

left & right = moves 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.

Fire = pressing this causes Jack to duck under low
button ceilings etc and bugs–after a while he will rise automatically.

SKILL LEVELS

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: x 100-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, Gremlins and Sators: 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.
Jet-Boot Jack may only climb on and off the lifts and sliders
when they are stationary.