

**The Official**



# **Jetpack**

**Hint Book**

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## Table of Contents

OVERVIEW OF THE JETPACK LEVELS.....	1
CHEAT CODES AND BBS INFO .....	2
00: WELCOME TO JETPACK.....	3
01: THE TELEPORTER .....	4
02: THE MARBLE WORM.....	5
03: RIDE THE SNAKE .....	6
04: THE COMPLEX.....	7
05: ESCAPE FROM THE 64.....	8
06: LADDER MAZE .....	9
07: TO GRANDMAS HOUSE WE GO.....	10
08: CHUTES AND LADDERS.....	11
09: EUREKA! .....	12
10: ICE CAVERN.....	13
11: WIZARD OF WOR.....	14
12: FUEL SHORTAGE.....	15
13: GET THE PICTURE.....	16
14: CONUNDRUM .....	17
15: WHIRLPOOL .....	18
16: TREASURE ISLAND .....	19
17: WOOF .....	20
18: TAKE A GOOD LOOK .....	21
19: THE PRICE OF GREED .....	22
20: BEGINNERS LABYRINTH .....	23
21: UNDERGROUND .....	24
22: JETPACK .....	26
23: SCATTER BRAIN .....	27
24: DIAMOND OF DEATH.....	28
25: IT'S NOT RAINING RAIN .....	29
26: WHIPLASH .....	30
27: SPACE-BALLS .....	31
28: CONTRAPTION.....	32
29: MISSILE CITY.....	33
30: MISSION POSSIBLE.....	34
31: DOUBLE WORMAGE .....	36
32: WORLDS COLLIDE .....	37
33: DONKEY PACK .....	38
34: BAT CHAMBER.....	39
35: PLAY SQUAREZ!! .....	40
36: ESCAPE FROM THE PUPIL .....	41
37: GOLDEN SLUMBERS .....	42
38: LOGO .....	44
39: GOLD PYRAMID.....	45

40: THE GAUNTLET .....	46
41: LUNCH BOX .....	48
42: JETPACK INVADERS.....	49
43: NOVICE LABYRINTH .....	50
44: THE LOST CITY OF GOLD .....	52
45: BEWARE THE GUARDIANS.....	53
46: WATCH THE BALL .....	54
47: SUPER JETPACK .....	55
48: DINO RIDER.....	57
49: THIS GOLD IS SPIKED .....	59
50: MONTEZUMAS REVENGE .....	60
51: MISSION BOULDER .....	62
52: TORNADO.....	63
53: BREAKOUT.....	64
54: BULGE.....	65
55: DEIMOS .....	66
56: WANDER LUST .....	67
57: WATCH OUT FOR THE BARRIERS.....	68
58: DECEPTION .....	69
59: PATIENCE IS A VIRTUE .....	71
60: A-MAZING 1 .....	72
61: ITS ALL GREEK TO ME.....	76
62: ROUGH LABYRINTH .....	77
63: CHECKERS .....	79
64: EVER READY.....	80
65: YRTEMMYS.....	82
66: DON'T TOUCH ANY KNOBS. ....	83
67: DE PLANE, DE PLANE .....	84
68: HERE WE GO ROUND .....	85
69: TREASURE CHEST.....	87
70: WORK THOSE LEG MUSCLES .....	89
71: MINI PYRAMID .....	91
72: FIENDISH MAZE.....	93
73: WINDOW PAIN .....	95
74: RUN THROUGH THE JUNGLE.....	96
75: RELAX! .....	98
76: HIDEOUT .....	99
77: THE COMPUTER WARS .....	101
78: JUMP FOR JOY .....	102
79: EMERALD CITY .....	104
80: TREE HOUSE .....	105
81: PIECES PARTS .....	107
82: A-MAZING 2 .....	108
83: SHAMBLES .....	110
84: 3 FOR 1.....	111

<b>85: TRIBUTE TO HOUDINI.....</b>	<b>113</b>
<b>86: ONE AT A TIME.....</b>	<b>114</b>
<b>87: OFF TO AMERICA.....</b>	<b>115</b>
<b>88: HODGE DODGE.....</b>	<b>116</b>
<b>89: GOLD GALORE .....</b>	<b>118</b>
<b>90: THE VOLCANO .....</b>	<b>119</b>
<b>91: STROLLING THRU THE PARK.....</b>	<b>120</b>
<b>92: CENTIPEDE .....</b>	<b>122</b>
<b>93: TAKE A WALK!.....</b>	<b>123</b>
<b>94: REALLY, REALLY BAD LABYRINTH .....</b>	<b>125</b>
<b>95: POPCORN .....</b>	<b>126</b>
<b>96: LOOK BEFORE YOU LEAP .....</b>	<b>128</b>
<b>97: A-MAZING 3 .....</b>	<b>129</b>
<b>98: CANDY CANES .....</b>	<b>132</b>
<b>99: ???.....</b>	<b>133</b>

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## Overview of the Jetpack Levels

The 100 standard levels of Jetpack are divided into groups of ten. These are arranged in an order that maximizes enjoyment and minimizes frustration, aggravation, and bloody fingers. Each group of ten levels gets progressively harder - up to the devilish 90's. The tenth level in each group is full of treasures as your reward for making it through the other nine. Don't get lazy, though; there is still plenty of danger in the treasure levels.

In addition to the extra life you get every 1,000 points, if you grab all the extra lives you can you will have much better luck in making it through the tough levels. You can start in any group of ten levels at any time, in case you feel like a change of pace. Playing random levels is also a lot of fun, especially once you have become a Jetpack Conqueror.

You can have a collection of over ten thousand customized Jetpack levels. Customized levels are available on many national Bulletin Board Systems, and the **Software Creations BBS**. You may even find a few extra levels that wouldn't fit into this version, made by Adam Pedersen and the original Jetpack Level Team.

## **Cheat Codes and BBS Info**

### **Cheat Codes**

The codes you need are as follows:

<b>Keystrokes</b>	<b>What they do</b>
<b>[TAB] [2] [S]</b>	<b>Skip a level</b>
<b>[TAB] [2] [L]</b>	<b>Life (add an extra life)</b>
<b>[TAB] [2] [F]</b>	<b>Fuel Refill</b>
<b>[TAB] [2] [I]</b>	<b>Invincibility</b>

### **Software Creations Information**

1200/2400 V.42/MNP - (508) 365-2359

2400-16.8k HST US Robotics - (508) 368-4137

2400 14.4k V.32/V.32 bits Hayes - (508) 368-7139

## 00: WELCOME TO JETPACK



This is a simple level to get you started. You face just two Trackbots, easily avoided when you have fuel. Run to the right at the beginning to pick up the fuel which should last you all the way through the level. There are a few strategic locations where your Phase Shifter may come in handy. This level introduces the moving platforms and ladders which may be the trickiest part of this level. If you are daring you can try for the treasure, but watch out, they will follow you in and they're harder to get rid of than in-laws!

## 01: THE TELEPORTER

As the title suggests, this level introduces the Teleporter. A metal ball cascades continuously down the left side of the screen using the Teleporter, and a Trackbot guards the right. The Teleporters can be very useful not only for teleporting, but protection. While teleporting, your particles are scrambled and invulnerable to all monsters and other hazards. Watch your fuel while you collect the gems. If you get low on fuel, there's a spare tank in a small room at the bottom right of the level. A large cache of treasure and an extra life await the patient digger underground.



## 02: THE MARBLE WORM



A group of those deadly reflecting metal balls makes up what's known as "The Marble Worm". This worm slithers all over the screen with the help of the Teleporters and a new item, the blue barrier. You can outrun the worm with your jetpack, but you have to find fuel first. Go straight down into the maze below... no, it's not a dead end, it's a mirage! Keep walking to the left and you'll pop out at the bottom. Use the Teleporters to your advantage while grabbing all the gems. There is a spare fuel tank that's easily accessible with the Teleporters. If you run out of fuel you may still be able to complete the level, but there are areas where you will need fuel to enter. Be careful, that worm can pop up at the most inopportune times! You'll be seeing the worm again in a little while.

## 03: RIDE THE SNAKE

The razor sharp Spinning Spikes are introduced in a big way - they are everywhere! Luckily you are much faster than they are, and their movement is predictable... usually. Examine the patterns they make before you dash into their midst. Watch your fuel, and don't get boxed into a corner! Don't forget about your phase shifter. You can change the patterns of the Spikes or trap them with a timely tunnel.



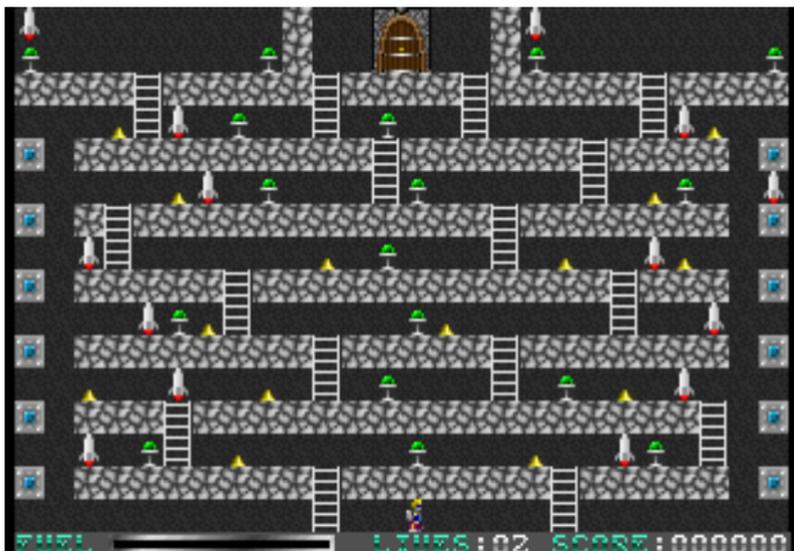
## 04: THE COMPLEX



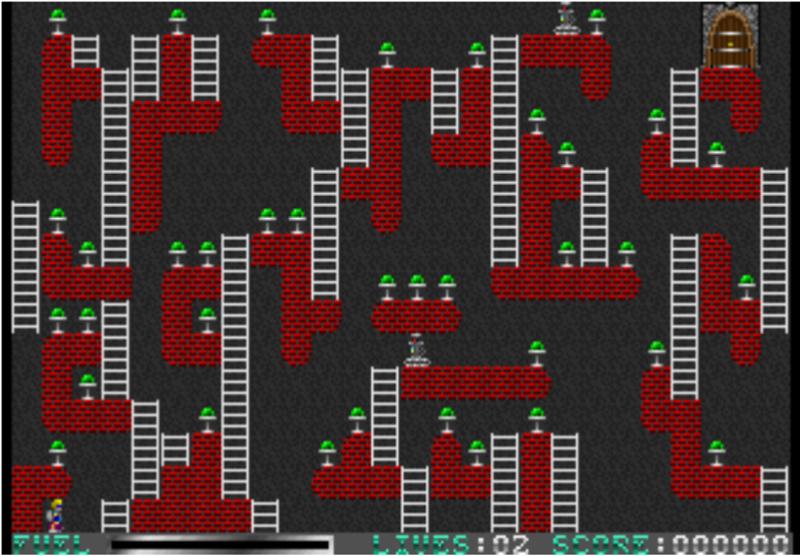
The most complex level so far, the halls and rooms in this complex are guarded by a variety of deadly monsters. The Spring is introduced here, and it shouldn't be much of a problem. Avoiding the Spring, Spikes, and relentless Trackbot at the same time is another matter. Try to trap the Trackbot with the blue barrier (after you get the gems!), then you can clear the level with relative ease. Watch the Teleporters before you run past them, a monster could pop up while you are running past! There is a pretty easy extra life underground if you don't mind getting your hands dirty.

## 05: ESCAPE FROM THE 64

From an early game on the 'ancient' 64K computers, this level is easy as long as you have patience. Here you run into Missiles for the first time. They are the fastest monsters, but thankfully they aren't heat-seeking. Don't get greedy going for the treasures, remember only the gems are required to complete a level. Dash up to grab a gem then get to the nearest ladder, up or down, to avoid the Missiles. Be prepared to retrace your steps often. You can stay on the ladders between each level, but make sure you're not sticking out anywhere! Jump and run to escape the Missiles in the top corners, then climb to the door in between.



## 06: LADDER MAZE



There is no fuel here, so unless a tank pops up somewhere you'll have to be very careful planning your itinerary. The Trackbots are cunning, but they can't jump, so keep your trigger finger ready. You can easily phase through the bricks, but that isn't always the best escape because a Trackbot usually appears on the other side. There are a few places where you can trap the Trackbots, if you can phase out the bricks before they get to you.

## 07: TO GRANDMA'S HOUSE WE GO

Grandma has some uninvited guests, like Missiles roaming through the halls and razor-sharp Spikes patrolling the back yard. Break in through the back window, and get the key from the laundry room. Yes, this is still Jetpack! The key is a button to remove all the barriers. Unfortunately, it also lets the Missile loose. You can clear the kitchen before getting the key if the Missile gives you trouble.

Now you have the happy task of robbing Grandma's house. Uh-oh, that's promoting immoral behavior... OK, the gems are trash. Take out all the trash, then leave by the front door. You can rest on the patio or in the driveway to collect more fuel. By the way, be careful in the front yard, those bushes are pretty thorny.



## 08: CHUTES AND LADDERS



This is a level that really requires coordination. For those of you that just like the strategy part of the game, you may want to press minus to bump down the speed a bit. Whatever you do, don't relax, don't EVER relax when you get to a ledge. That's a hard habit to break, but with our strict discipline system in place, those bad habits are cured quickly or you die. A troop of Trackbots guards the bottom, quick to punish the unworthy. As if the slippery footing wasn't bad enough, there's a slightly confused Batbot to discourage slowpokes. Don't give up if you slip, you may be able to snag a ladder by pressing to one side.

## 09: EUREKA!

That's right, you have found it. Treasure awaits at the end of every group of ten levels. Lots of coins. Phase straight to the right and pick up the fuel. Your first meeting with the Flitzers is here. They aren't very bright, but don't get too close to them. Get the Batbots away from the center doohickey, then phase through to the middle. Go through the hidden passages to pick up the fuel, then fly up and collect all the cash. Sure it's just coins. You just started at level 0. Wait till you get to level 99! Well, waiting won't help much. You're going to have to toil...labor...fight for the right to play level 99. Try level 90. See? You will be that good in no time. Now, on to level 10.



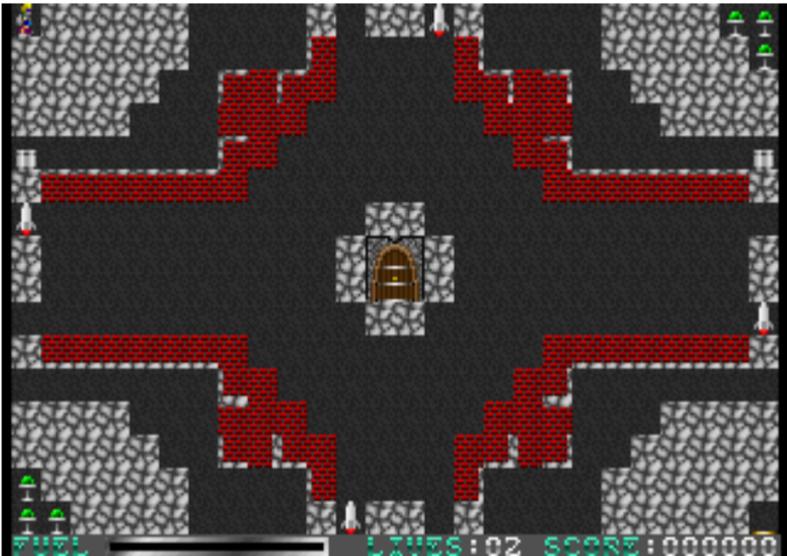
## 10: ICE CAVERN



This is not as hard as it looks, just concentrate on one section at a time. First of all, watch where that Spring goes. It can use the Teleporters, and it always pops up at just the wrong time. You may be able to trap it by phasing through one of the bricks it bounces on. Grab the gems on the top of the cavern, then drop into the fissure in the top. A vein of gold runs through the rock, but the gold on the inside is a bit harder to get. Sneak past the Steel Ball that guards the entrance, then if you are planning to try for the treasure, go for it first. If you die, you may be able to grab the extra life before you go. You can either dodge the Flitzer, or try to lure it out of the treasure chamber. Fly around the Missile to grab the gems and you're home free!

## 11: WIZARD OF WOR

You don't have to be a wizard to navigate this level, just keep your eyes on those Missiles. The four corner castles can be tough, since you can't always tell where you are. Keep trying, there is a passage through all of them. If you're stuck try all four directions then go back the way you came. There are a few dead ends that our devious level makers put in to torture the unseasoned player. Once you get all the gems, enter the bottom right castle and magically teleport to the exit.



## 12: FUEL SHORTAGE

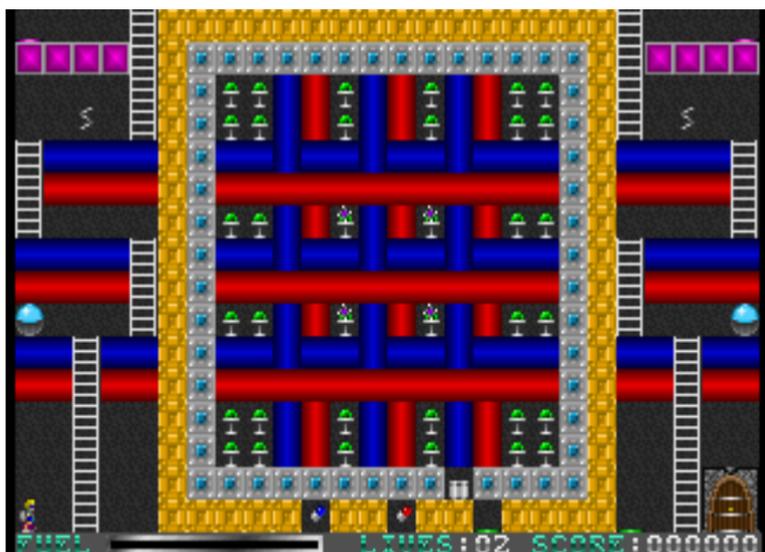


Since you won't have any fuel unless a tank magically pops up, this is a good opportunity to hone your jumping skills. Stay where you are at the beginning to get an idea of how the Missiles are moving. Then grab all the gems from the right side of the level. You can use your phase shifter on the top or left sides of the bricks, so plan an escape route accordingly. Once you've snatched all the gems from the right side, time your crossing to the left to avoid the Spring. Climb up the ladder and cross over to the left. After you collect the gems at the top, drop to the cluster of nine bricks. Don't panic in here, the Missile only goes around the very edges. If you fall off, sneak past the Spring and try again. When you get all the gems from the grid, make a dash for the exit!

## 13: GET THE PICTURE

You'll need more arcade skill than strategy for this level. Climb the left side and avoid the ball and Spring. The Spring can be tough; wait until it hits the ground and starts on its way up before you run past. When you teleport across, you can just phase down and avoid the Spring.

At the bottom right of the screen, run left and enter the picture. Hit the red button and get all the gems you can, then press the blue button and get ready to fly! The Springs are only difficult if you let them back you into a corner. Try to stay in the middle while you collect the gems. The run for the door can be the hardest part. Don't get anxious, just be patient until you can time your escape to the door. Remember, if you are killed above the door, and fall on it, you will be allowed through without dying!



## 14: CONUNDRUM



The problem at the beginning is not the Trackbots, but the spears that you hit when running away from the Trackbots. Out of habit, we usually try to grab everything, but don't risk your life for coins. Only the gems are required to complete a level. When you manage to avoid the spears and Trackbots while taking all the gems from the middle, fly up to the top right and down the tubes. Phase down through the ice to get the treasure and gems below. Teleport to the left and grab the fuel if you are low. When you clear all the gems and grab all the treasure you are brave enough to try for, use the purple Teleporter to get to the door.

## 15: WHIRLPOOL

**B**efore you brave the spiraling Missile, you'll have to run to the right and get the fuel. Wait until the Missile is on its way to the center of the whirlpool, then run behind it grabbing gems. There are a few pockets in the spiral where you can hide when the Missile makes its return trip. That was the hard part. Now fly up through the middle and down into the spinning Spikes. Just keep your distance while gem collecting and you'll be okay. Time your dash past the ball and get another tank of fuel for the long journey to the top. The rest of the level is just gem collecting.



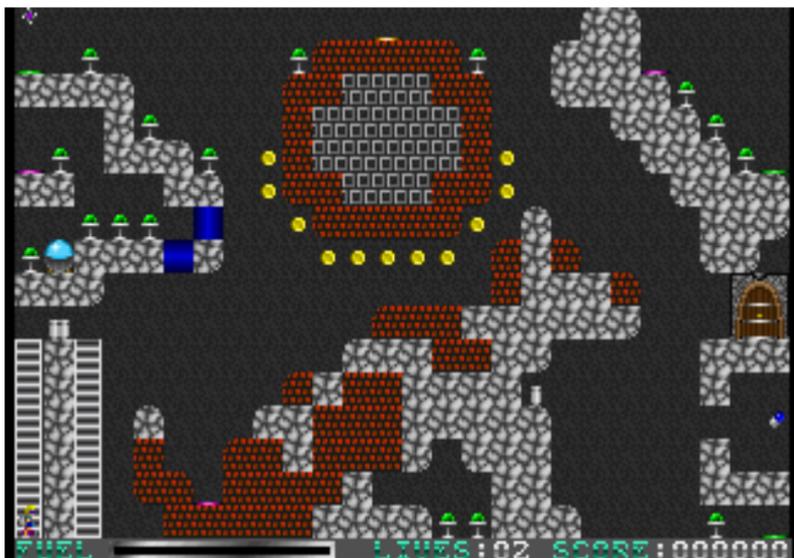
## 16: TREASURE ISLAND



The ball is rolling straight toward you, so teleport away to the top. Take all the treasure, and jump over the ball when it comes by. Fall to the right, then angle your descent to the left and teleport to the next layer. Go to the cyan button, and use it to trap the Spring. Make sure you trap it when the blue barriers are down! Now you can teleport up more, and jump across to the Batbot chamber. Avoiding the Batbot is easy, just grab the gems and run out to the left. At the bottom, you can cross to the door on the right and leave the island.

## 17: WOOF

**A** tribute to our canine friends, this level can be tricky for the unseasoned “packer”. Watch where the ball goes, and fly across when it's elsewhere. Collect the treasure around the collar, and phase through when you are in need of fuel. You'll have to tunnel through the doggie's back to get the gems she's hoarding. When the ball is far from a Teleporter, use a Teleporter to get to the other side of the bone and collect more gems. Then teleport into the room on the left and grab the rest of the gems, and run to the door.



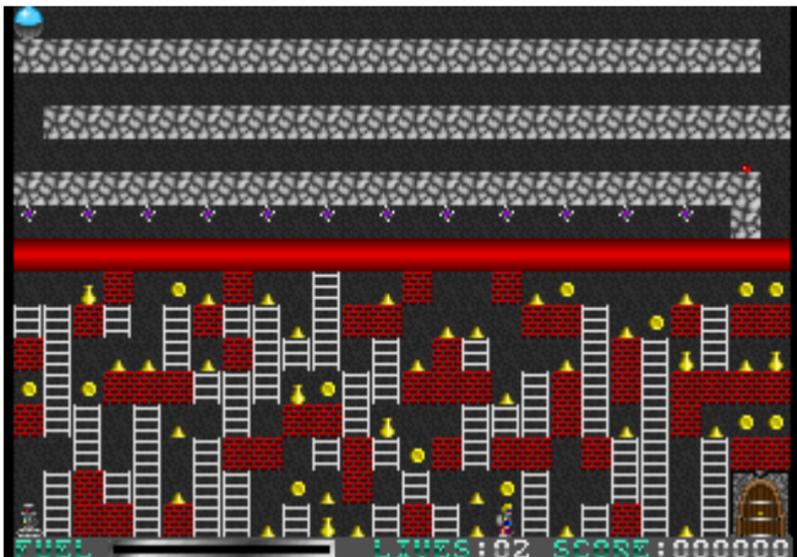
## 18: TAKE A GOOD LOOK



Well, maybe you don't have to "TAKE A GOOD LOOK", but it's a good idea if you expect to complete the sequel level, "WHO TURNED OUT THE LIGHT". Look for it on other BBSs. The maze is easy enough. Take a moment to stop and think; then just follow the path to the left and you shouldn't get stuck. Don't be afraid of long falls; it's the landing that hurts ya' (especially on spikes)! It's a good idea to grab the closest fuel and clean out this part of the maze before returning back up to the Teleporter. After teleporting, don't fly straight to the top. Conservation of fuel is a good idea, so instead, "walk" through the maze by taking the path to the left and jumping when possible. At the end, be ready for another long fall, but don't worry, there are no spikes this time. Hurry back to the door and exit. You're lucky "WHO TURNED OUT THE LIGHT" is not next! However, remember to make a mental record of this level if you ever expect to complete the other.

## 19: THE PRICE OF GREED

The second treasure level contains hordes of Spikes, but don't worry, they are trapped... for the moment. There is quite a bit of treasure lying around, so grab all you can before the Spikes are released. You can exit at any time if you get scared, but bravery is rewarded with extra lives! Too much bravery can be foolish, though, so keep a path ready between you and the exit in case the Spikes prove to be too much for you.



## 20: BEGINNERS LABYRINTH



**A**fter this level, you may not be looking forward to the harder labyrinths. This one isn't really very difficult if you have a few tips on how to complete it. First fly to the top and press the blue button. There is a Missile up here so be careful. Down past where the blue barrier was, a room full of gems is guarded by a lone Spring. Drop to the right, then to the left avoiding the Spring. To get out, fly up to the right, then left, when the Spring is on its way down.

To the top left, an extra life is hidden in the ivy. When the Missile guarding it makes its trip downward, phase through the purple door and grab the life. The remaining gems can be picked up at your leisure. To exit, wait for the Missile in the top left to go by to the left, then fly as fast as you can to the door.

## 21: UNDERGROUND

The underground is a tough place, but not as tough as finding fuel around here... not a tank in sight. But wait, what's this? Beneath the surface where Missiles and Steel Balls roam, a patch of that magical fuel producing stuff glows. Absorb as much as you need, then fly out avoiding the Missiles. Get the gems at the bottom of the pits, using your phase shifter if desired. The gem guarded by the Springs and Spikes is a trick - you may want to come back to this after you get the extra life. When you do go for this gem, drop in from the top while the Spikes are gone, and phase your way out. Enter the underground near your starting location, but don't rush in. A ball on moving platforms is the guardian, making passage nearly impossible. Run behind the ball until you reach the patch of red bricks, then phase above your head. Fly up while the ball goes past, then run to the right. A very difficult balancing act is next. Stay in the middle of the ladders while the balls brush by your feet and head. When the bottom ball is on the left, run down to the right and keep walking to the right. No, that's not a wall - it's a mirage! Collect all the treasure and your extra man. You can phase through here to the fuel producer and avoid passing the deadly balls again--if you got the gem on the left of the underground, that is. Run past the Springs to the door and you're home free!



## 22: JETPACK



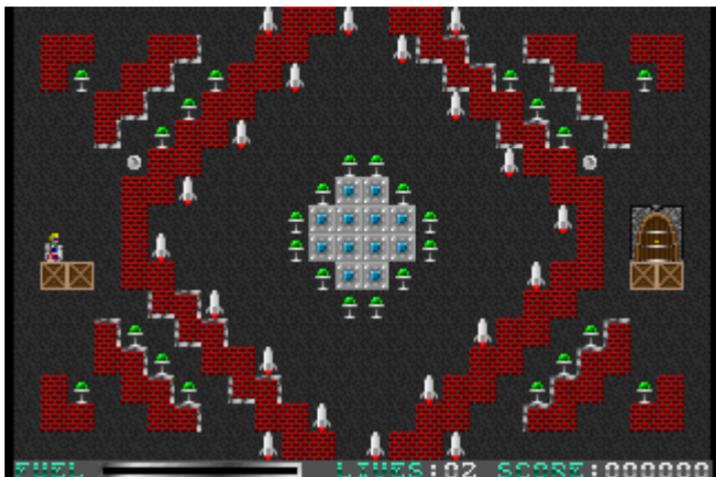
All these gems will give you more than enough points for an extra life, just don't lose one while you try for it. First of all, don't get the second fuel tank until your fuel gauge is almost empty. Gather the gems in the most efficient manner possible to conserve fuel. Solar energy collecting hasn't been perfected yet, so you'll have to conserve your petroleum-based fuel supply. Get the stunners only when you are surrounded by Spikes and you'll be able to clear this level with no trouble at all. Once you have all the gems, phase through the steel doors and exit stage left.

## 23: SCATTER BRAIN

**D**on't let this level scatter your brain. Start by gathering all the immediate treasure you find. When you get to the ball, be extremely careful. Wait until it goes through the Teleporter once; then grab the gems and jet back up to safety. Be careful not to push the blue button on your fall down. The next time the ball comes around, make sure you let it pass you in the Teleporters and quickly go through them yourself, climbing down the "up" ladder at the end. The timing is essential here, so don't despair if you die a couple of times; no one likes a game that's too easy, do they? Get the next gem you see and don't forget to touch the red button while you're at it. Then fly up out of the ball's path and wait for the Trackbot to come by. Avoid it by flying over its head and get the last gem in the upper right corner. If you think you're "expert" enough, or want to try to gain back any lives you have lost, use the yellow Teleporter to go through the level again. This time push the blue button before climbing to the top levels. Then get the gold and extra life (carefully avoiding both Trackbots, the ball, and the hidden spears while you're at it). Otherwise, just head for the exit.



## 24: DIAMOND OF DEATH



**T**hat stunner looks appetizing, but save it for later! Make sure you get ALL the gems from the left side before entering the deadly diamond. Phase through one brick then grab the stunner and phase through the next brick. You should have enough time to get all the gems from the middle, but if time is getting short, phase to the right and grab the other stunner. If the Missiles start flashing while you are still inside, you are about to die. When you make it to the right side with all the other gems, the rest are relatively easy. Avoiding the two Missiles is no problem. Grab the remaining gems and head for the door!

## 25: IT'S NOT RAINING RAIN

These hailstones are bigger than you are, so we recommend avoiding them. You never know where the rocks will pop up with all the Teleporters, so teleport often. You are protected while teleporting, so if a Steel Ball pops up near you, you will have some time to escape it. There are a few locations where you can phase through a brick to trap a ball or two. The fewer the balls, the better your chance of living through this storm. Another way to avoid the rolling monsters is to stay off the ground as much as possible.



## 26: WHIPLASH



**Y**ou should have no trouble gathering the gems in this level if you plan your moves carefully and keep a watchful eye on those fast flying Missiles. Remember to take it slow and watch out for the Springs whenever you travel along the left and right sides of the level. You must open the colored barriers to collect the gems on the left and right sides of the screen, so you have to traverse back and forth through the dangerous circular whip to reach the appropriate switches. Your journey through the whip should cause you little problem if you remember to use the various strategic locations where the Missiles can't touch you. The Missiles will zip right by you if you stand in any of the box locations, fly above the Steel Ball, or stand in the middle of the whip. Be very careful when you try to reach the switch and gem at the top of the whip. The Missiles are very fast and their locations can be very deceiving! You may want to wait until your fuel starts running low before you make your move to the center of the whip. It's easy to reach the middle if you stand on one of the inner box locations and wait for an outward flying Missile to fly past before you make your inward move. It's equally easy making it out from the middle if you wait and follow behind a Missile that is flying back out from the whip's center.

## 27: SPACE-BALLS

**A**void both the Flitzer and the Batbot while gathering gems on this level. Track the ball's movements through regular space to keep out of their way. Carefully maneuver around the green Teleporter; the tricky Spring seems to pop in out of nowhere. After acquiring all the gems on the lower level, teleport up to the top. (The purple Teleporter is recommended.) If you run out of fuel, you can always duck down again, but keep a wary eye out for the "space-balls."



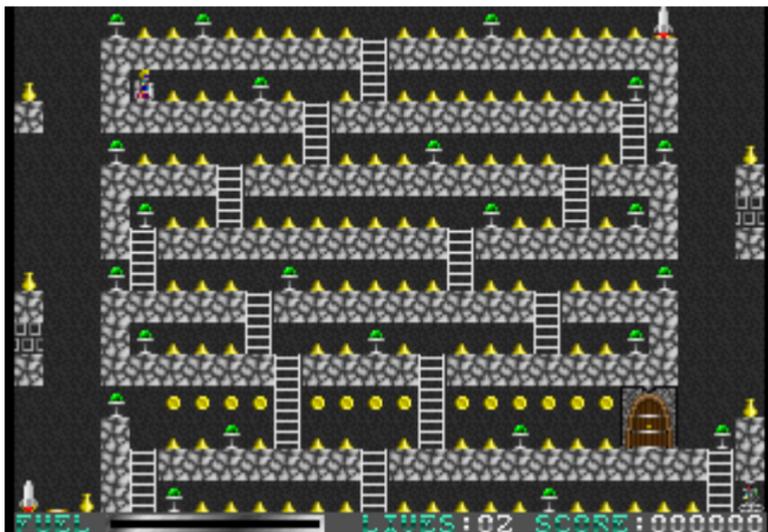
## 28: CONTRAPTION



This level could come out of an Edgar Allen Poe short story. Climb the ladder at the far left and wait for the blue barrier to disappear before entering the upper rooms. Get the gems and be sure to activate the next button before going through the red barrier. Stop and wait on the crate for the red path to reappear and run across it. Move through the blue barrier and wait again until you can run across the blue path. Jump up to get the top right gem; then dig down and get the gems on top of all the crates. Now you're ready for the underworld. Wait for the ball to roll past, and then quickly run to the left. Fly up, left, and up again. Pass through the door by flying right, and then head up again. Now run left and get all the treasure. To get to the exit on the right side, keep flying up and to the left until you get as far as you can go. Next, run to the right. After falling down, run to the left and enter the door. You will fall once more and the path will be open to the right. Hooray! You're finished (with this level)!

## 29: MISSILE CITY

The gems and gold are easy to collect on this level if you remember a few strategic locations. The Missiles and Trackbot can't touch you if you fly into one of the two fuel enhancers on either side, or stand on the ledge located on the upper left side. There are also some levels of the building where the Missiles never fly so you only have to watch out for the Trackbot in these areas. You may use the teleporter to avoid your enemies, but use it cautiously since the Missiles and Trackbot use it all the time.



### 30: MISSION POSSIBLE



**Y**our mission, should you decide to accept it, is to retrieve a gem. Getting to the top left is no problem, just look out for the ball. Phase down through the bricks, avoiding the imbedded Spikes. You can now work your way to the top, grabbing all the coins you can. You have plenty of space to jump the Steel Balls, just make sure they are coming toward you when you jump over them. Leap the gap to the top level and get ready to dodge the Springs. Your coordination comes into play here. For each Spring, get right next to it and wait until it just starts on its way up. Then run under and stop between each set of Springs. If you make it through, grab the gem and don't forget to jump up and press the button! You can't get out without opening up the red barrier near the Spikes, and you don't want to have to come all the way back here. Back past all of the obstacles, a problem awaits at the bottom. How can you reach the door? The blue button in the very bottom right will make a helpful jumping block appear. Phase through to it, but don't get squashed by the purple doors! Once you

press the blue button, you can jump up to the door, and on to the next level.



## 31: DOUBLE WORMAGE

The Marble Worm returns, and now it's been cut in half. Like most worms, each of the two Marble Worms now has a mind of its own. As long as you don't get in too much of a hurry, this level should be no problem. Watch the Teleporters the worms enter, and be prepared to deal with them at their new locations. The Teleporters can help you, too. You are protected while teleporting, and to conserve fuel you can teleport to the top and then collect gems while dropping to the bottom.



## 32: WORLDS COLLIDE



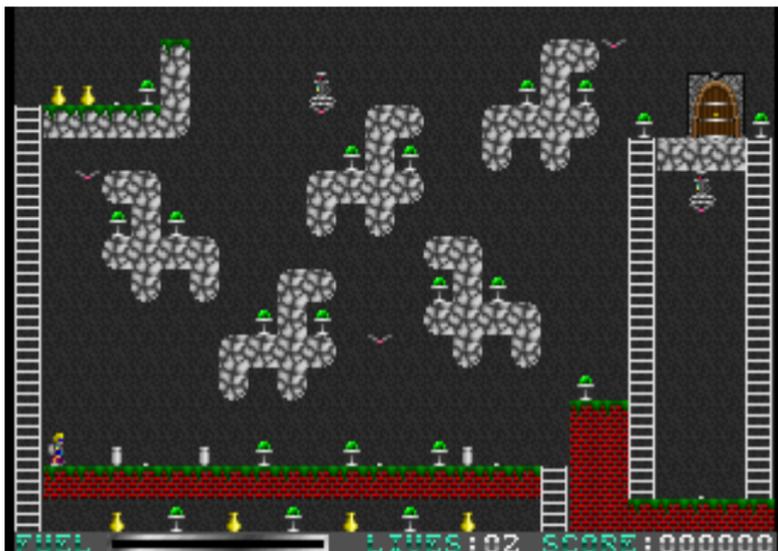
**F**our groups of objects occupy sections of the screen, and each contains gems for you to retrieve. They also each have a difficult dilemma to get through. The first part is golden tiles, simply jump your way up to the top, grabbing the gems on the way. The ladders have Springs in them that will ruin your day if you get caught in a hole with no ladder. The Springs are difficult to see because of the ladders, so stay as far away from them as possible. Go to the purple section next and get the fuel for your jetpack. This is the hardest part of the level. Never stop moving once you enter the land of the purple doors, because one moment of hesitation can mean death. Keep your phase shifter on until you escape. It may take practice before you can master this area. Finally you can travel to the boxes and phase through to get the gems. If you are out of fuel you can still get the gems, but it will take planning. Now you can make the final dash to the door and to the next world.

### 33: DONKEY PACK

No donkeys here, just Steel Balls rolling endlessly down to give your legs exercise. Keep jumping over them, while running toward the ladders that will take you to the top. When you finally reach the top, climb up to the safe platform and take the gems. Wait for a ball to roll by, and when you are psyched, make a run for the boxes with your phase shifter ready. Don't stop once the boxes are destroyed or a Steel Ball may appear over your head! Run to the left and out the door.



## 34: BAT CHAMBER

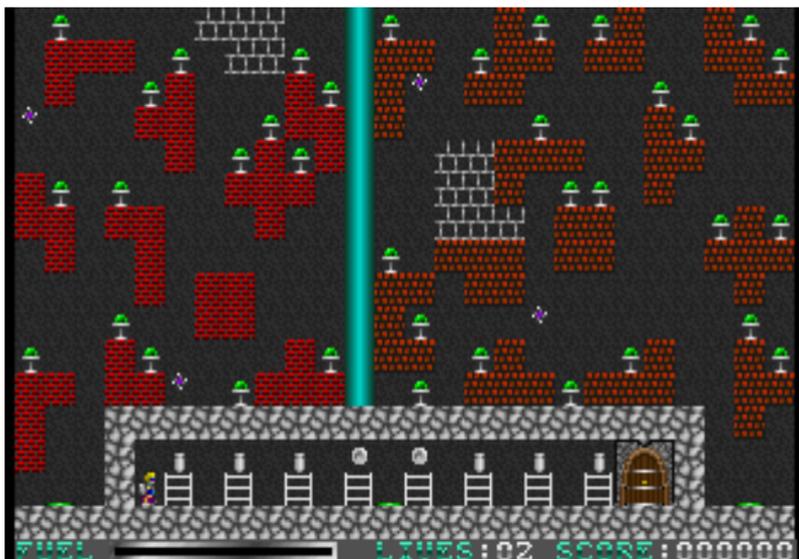


**W**atch out! There are Batbots everywhere! You must hone your own flying skills to survive the “Bat Chamber”. Luckily, you can hide behind the gray stone platforms...but not for too long...and the sludge on the bricks slows down the fast-moving Trackbots. Be very careful to avoid the hidden spears when you pick up any gems or fuel off the sludge-covered bricks. If you are brave, you might want to try to trap one or more of the Trackbots in the bricks by using your Phase Shifter. The main secret for surviving this level is to fly and gather all the gems as fast as you can. Do not slow down to admire the scenery!

## 35: PLAY SQUAREZ!!

It's a shameless plug for the second best game in the world: Squarez Deluxe! This level is similar to the game in shape only, with gem-covered pieces everywhere and Spikes to guard them. Get two tanks of fuel and a stunner, then teleport to a side and collect gems. Return to the center for more fuel and another stunner when you need them. The center is also the place to go if you can collect all the gems and make it back to a Teleporter. The Spikes are hard to get away from, so be patient!

Squarez Deluxe is now available from Software Creations! Look for it and check it out!



## 36: ESCAPE FROM THE PUPIL



This giant eyeball is not really too difficult, and you can get an extra life if you try for it. Phase to the left, but delay those plans if the Flitzer gets interested in you. When the Missile goes by, phase all the way through the iris and go up and around to the extra life. Phase through to it, then out. Now you must go full circle to get all the gems. You can hide in each corner and wait for a Missile to go by. When all the gems are gone, run to the bottom right and through the door.

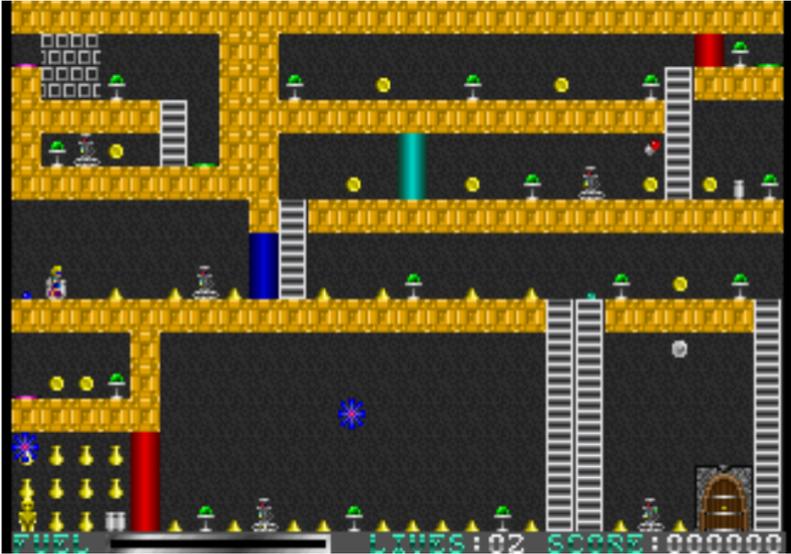
## 37: GOLDEN SLUMBERS

**W**hy do we call this 'Golden Slumbers'? In this level you must retrieve the gems from the golden rooms guarded by the Trackbots. If you aren't careful, these Trackbots will put you in Dreamland and make you lose the game! You should notice right away that you don't have to open the red barrier to the room in the lower left corner unless you need extra fuel or an extra life. However, you have to go by the red switch anyway to collect some gems so you might as well flip the switch as you pass by. When you start this level, first dodge the Trackbots and go up the ladder to get to the red switch. Be extremely careful since the Trackbots will randomly open and close the cyan barrier on this level. It's sometimes easier to flip the cyan switch yourself (when there are no Trackbots near the switch) instead of flying and waiting by the cyan barrier for a Trackbot to open it for you (while you waste precious fuel!).

While you are near the red switch, be sure to collect the fuel pack to the right of the ladder (if you are running close to empty). You should next fly up the ladder and retrieve the gem up to the left and use the transporter to the right. The Trackbots won't follow you through the transporter if they are not close by, so you can take your time in this area and get all the goodies at your own pace. Be sure to fully charge your fuel pack when you are up in this area.

Your final goal is to make it down from this rest area to the opened room in the lower-left corner (if you want the extra life) and then out the door. Make sure there are no Trackbots near the other side of the transporter (or the ladder) when you transport and watch out for the green barrier opening and closing.

You can make collecting the extra life very easy if you collect the stunner that is above the exit door. Keep an eye on your fuel level and watch out for both the Flitzer and Trackbots as you pick up your final gem and head for the exit door.



## 38: LOGO



**Y**ou can watch the solution for this level in the game demo. The Jetman in the demo is pretty daring, but there is a more cautious way to complete the level. Wait for the ball and Missile to go by, then get the fuel, fly up and get the gems off of the top. Run to the right and around to the Spring. When the ball is away, dodge the Spring and enter the steel room. Press the cyan button, then get the stunner. Run to the left, and fly up to the blue button. Press it and go up to the middle and get the rest of the gems. Then take your time and fly around to the door. If you ever get low on fuel, there's a pool of fuel chargers above the blue button. There are a few golden treasures at the top to tempt you, and they aren't too difficult to get. Just keep your eye on that other Missile; it can trap you if you aren't careful.

## 39: GOLD PYRAMID

**O**n the top of the pyramid, you await impending doom. Move somewhere, fast. You can try to enter the treasure rooms for extra points, or to dodge a Missile or Spikes that get too close for comfort. You may run into the tentacles of a Flitzer however, so the safest way through this level is to get inside the pyramid as soon as possible. Although the inside of the pyramid is safer than the outside, one wrong move in here will make it your burial ground. Lots of Spikes are buried in the bricks, so you'll have to go out of your way to get a few gems. Arrange your route so you don't get stuck without fuel, and when you have all the gems and all the treasures you want to take the risk for, go through the door in the base of the pyramid.



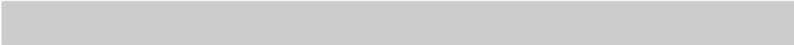
## 40: THE GAUNTLET



**E**ven more devilish than Mission Possible, this level may seem impossible until you figure out the tricks. At least in this level you don't have to make a return trip--the door is at the end of the maze. Your first obstacle is a small ladder maze guarded by a robot. Lure the robot back toward the beginning, then run around him and grab the fuel. Fly up to the second level, and run under the Springs. The next part will drain your fuel every second you are in it, so rush through as fast as you can. Hold down when you come out of the tunnel so you don't hit the Springs, then grab the gems and get up to the next level before your fuel runs out. If you run out of fuel before you make it to the ledge, you're stuck.

Now you have a problem... a large pit and not enough fuel! Walk over to the blue button, and press it. Like magic, a bridge appears! Walk across and press the red button. Then go back and press the blue button. Get the gem, and go press the blue button again.

Are your fingers getting sore? Cross the bridge again, and climb to the next level. You may have to do a little dancing to get past the Springs here. You can't stop moving, so wiggle back and forth to avoid sliding into the Springs. Get the next fuel tank, then fly up and teleport into the Missile room. You can wait here until the timing is right, then run across the room and teleport to the final area. Run between the Springs, then on the final set of Springs, fly up and hover until you can fly across to the door.



## 41: LUNCH BOX

If you don't box in the mean Trackbots, they're going to have you for lunch! That's pretty much the strategy for this level. When you blast your way to the right through the boxes, make sure you blast a box below you as well to trap the Trackbots. The Trackbots may not come to this trap on their own. You may have to fly over near them to lure them back to the trap. It's easier to get through the level if you first trap the one free Trackbot before you go down and throw the red switch. This Trackbot loves to follow and trap you in the room with the switch, so be forewarned. It's also easier to retrieve the gem in the upper right room if you only have one Trackbot to deal with.

Your only other problem is getting by the Missile that guards the smaller gem rooms (that's assuming you have trapped both Trackbots in the boxes). If you have blasted the boxes correctly, the Missile will fly up out of the bottom area and back around again after you throw the blue switch. This will give you the extra time you need to retrieve the gems in the rooms accessed by the transporters. Keep your eye on where the Missile is and use the middle ladder sections of the bottom area to stay out of its way.



## 42: JETPACK INVADERS



The invaders are here, but they're a little confused. They just keep flitzing around randomly, but they are still a threat if you get too close. Fly in and grab each gem when the surrounding Flitzers are far away. A Missile patrols the top, so stay near the bottom as much as possible. Remember, there is no time limit, so you can wait indefinitely to get all the gems in safety.

## 43: NOVICE LABYRINTH

This deadly maze is guarded by many monsters, the most dangerous of which is the Missiles. You can survey the maze from where you are, since you are in no immediate danger. Don't pass the Spring before removing the red barriers or you won't be able to get back out. First go down and get the gems below, then go back up and press the red button. You may want to try for the treasure while you are here. The Spring is easy to avoid, just swoop down and collect the coins. Now you can go past the other Spring and get the gems.

Watch your fuel now. If you get low, grab the tank to the top. Running out of fuel means almost certain death. Now you must brave the Steel Ball at the bottom. When it rolls away, follow it and fly up to press the cyan button. Back down and to the left, another Missile sweeps through the corridors. When it goes by to the right, drop down and fly left as fast as you can. You can hide in the side rooms as you get gems, and press the blue button to release the bar blocking access to the gems in the top right. Grab the extra life, then follow the Missile back out.

You will have to brave the Steel Ball again, pausing for a rest in the middle, then running to the right after it goes by to the left. Fly up and collect the remaining gems, then back past the Steel Ball.

Now you just have to get past the Missile. When it's not looking, fly through and get the remaining gems. Don't worry if it's coming back... the exit is right below you! Drop through the wall, and out the door - leavin' him in the dust!



## 44: THE LOST CITY OF GOLD



The golden buildings in the lost city are inhabited by some pretty deadly creatures. If you want to get anywhere, first you will have to get some fuel. There just happens to be a double tank in jumping distance -- grab it and enter the empty buildings, taking the gems. There are buildings with treasure too, but get the gems first because one of the tricks in this level is dealing with the low amount of fuel. There are no more tanks, so use your jetpack sparingly.

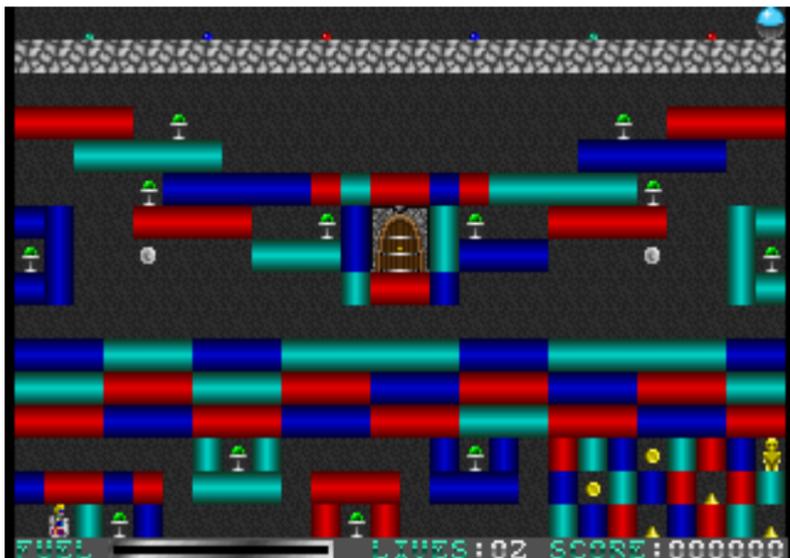
A lovely fountain in the clearing is actually a stunner; get it to enter the building with the Spring. It is possible to enter this building without the stunner, but not to leave. If you still have stun time left, go for the treasures guarded by the Missile. When you have all the gems, you may want to try for the extra life. Don't attempt to enter the building while the Missile is in it. Instead, let the Missile out, then get the extra life at your leisure. A building at the bottom contains the door.

## 45: BEWARE THE GUARDIANS

**S**tart off this level by running off the left edge and collecting the gems floating on the side. Use one of the fuel tanks at the bottom of the screen to finish the job. Use the second tank to collect the remaining gems floating on the right. Now, release the ball by activating the button you find. It is recommended to let out only the Batbot and activate the blue button which it guards. However, it is possible to succeed in releasing all the Spikes and still get the extra life without losing yours. There is a secret passage five blocks in from the right, bottom side of the center compound. Fly up into it, and oh, avoid the Missile while making your getaway.



## 46: WATCH THE BALL



This level seems difficult but it's really not that hard. Jet to the top of the screen as soon as you can, and wait there until all the barriers are turned off. Then get the left stunner, followed by as many gems as you can. Make your way back up to the top before the time runs out and get the right stunner. You should now have enough time left to get the rest of the gems, treasure, and still escape with your life intact.

## 47: SUPER JETPACK

This level may play a bit like another popular game that will remain nameless, but there's only one goal here: get out the door. There are plenty of coins here too, and it will take 100 of them for you to get an extra life. Climb up the first ladder and jump across the gap, getting the coins as you pass. Now you have to ascend the hill while guarding against the deadly Springs. The Spikes may spin your way too, so wait until the coast is clear. Time your jumps carefully as you make your way to the top. Now you can fall off the other side, collecting the coins on your way down.

Jump to enter the hidden passage in the right side of the mountain and flip the switch. A pattern of blue barriers pops up to make it possible for you to go back and get the coins you missed. When you are through on the bottom half of the screen, drop through the hidden passage on the bottom right of the screen and teleport to the top and get ready to hone your flying skills. Of course you could just run to right, jump the Steel Ball and run out through the door, but just look at those coins sparkle! To get the coins, jump up the tower of boxes (don't phase through any or you'll be out of luck!) and fill your thirsty fuel tanks. You will have to be a talented Jetpacker indeed to get all the coins before your fuel runs out. Just make sure it doesn't run out while you are over something deadly, then run for the door!



## 48: DINO RIDER



This level makes use of hidden passageways in the tile blocks. There is one to the left of the exit door and a bunch in the dinosaur-shaped object, Dino, in the middle of the screen. You should notice that the red and green barrier switches are inside Dino as well as a fuel pack and some gems. You can get inside Dino by either going in from the left at the bottom or by walking down Dino's back and falling in.

There is a bunch of easily obtained gold and an extra life at the bottom left of the level. You usually will have no problem if you go down there when you start the level before the Trackbot has a chance to get there. If the Trackbot does show up you can temporarily hide by blasting the box above the extra life and hovering there until the Trackbot retreats.

The gems in the lower right of the level can be easily obtained if you are good at hovering and landing quickly. The Steel Ball is very fast, however, and you may need some help.

It just so happens that there are two stunners in the upper right of the level. The bottom one is the easiest one to obtain and you should try getting this one first. You just need to blast through the boxes and drop in the middle of the pit to collect it. You should also collect the tank of fuel while you are flying up there. Once you have collected the Stunner, you can fly down and pick up the gems by the Steel Ball without any problems.

A final tip for this level is to wait until you have collected everything you can before you use the blue switch by the exit door. This way, you avoid having to deal with the extra Trackbot and the Spike until you absolutely have to.



## 49: THIS GOLD IS SPIKED

There's plenty of gold in this level, but plenty of monsters, too (especially Spikes). Grab a tank of fuel and collect all the treasure you want, dodging the Flitzer. There's a Teleporter in the bottom left which you can use to get more treasure and reach the blue button. Press it, and come back to the main room. There are two ways to get to the cyan button: 1) through the opening on the top left or 2) through the mirage stone on the top right. Once the cyan barriers are out of the way, you just have to get to the red button. Dodging the Spring, fly down to the bottom left and collect the gems there. The red button is within reach now. Press it and make your way out. You can risk getting the extra life if you aren't afraid of the Spikes. Use your hovering skills to scotch up to the extra life and grab it. If you get low on fuel, there's plenty in the main room. When you have gotten all the gems and pressed all the buttons, fly up for the door!



## 50: MONTEZUMAS REVENGE



There are many rooms in this dungeon, and they are all fairly difficult. Don't go running in anywhere without first surveying the situation. You will have to flip all three switches in addition to collecting all the gems to get out of here. The rooms with the Steel Balls are pretty straightforward. Jump, climb, fly, whatever, just stay out of their way while you get what you came for.

On the left side of the screen, a tower of ladders is your means of making it to the red button. The Flitzer guarding the top can be pretty annoying, but be patient. Once you press the red button, you can move on to the next area.

The right side of the screen has columns of those lovely golden coins, plus Springs just to make it interesting. The free-fall technique works well when collecting the coins, just make sure you grab the ladder before free-falling onto the Spikes below.

A deadly Trackbot guards the bottom of the screen, but jumping over it will buy you a lot of time. Press the cyan

and blue buttons, then after collecting the gems, make your way to the top and escape!



## 51: MISSION BOULDER

The boulders here can be very bothersome, especially with the Teleporters making them sprout up at just the wrong times. You can phase through and let them fall but that will make it tougher for you later. You will have to brave the Spikes and press the red button eventually, so you might as well do it early and make the rest of your quest easier. Phase up and let the Spikes out, then come back and press the button. Dodge the boulders while collecting the gems, then make your way down to the bottom gems. If you let any more balls fall down here it may be more difficult, but not impossible. Grab the remaining gems then fly to the exit.



## 52: TORNADO



Luckily the tornado is standing still for the moment, so all you will have to do is look out for monsters. First get all the gems that are out in the open, then phase through to the Missile and let it escape. Be sure you aren't in its way when it does. You may even be able to trap it in the wall. Once the Missile is out of the room, get the gems and press the button to open up the eye of the storm. Phase out and fly up into the center of the whirlwind.

Spikes are spinning around in a seemingly random manner here, but wait and watch for a pattern. When you have it memorized, rush in and grab all the gems. When flying out of the tornado be careful of that Missile if it's loose. Fly to the top right, and down into the large cavern with the Spring. Avoiding the Spring should be easy, but the ball rolling down the right side of the screen can be tough to avoid. Wait until it falls past you, then fly up and wait in each retreat until it goes by again. Finally you have made it to the door. I hope you remembered to get all of the gems!

## 53: BREAKOUT

This is a pretty easy level, despite the large number of monsters. Fly to the top and keep your eyes out for the Missiles while getting the gems. If Spikes get near, your phase shifter will help you make a quick getaway. Slowly work your way between the bricks to get all the gems at the top, then fall down and get the gems along the floor. Spikes can approach fast out in the open, so be careful. When your job is complete, fly left to the door.



## 54: BULGE



**Y**our main goal in the beginning is to get fuel. You will have to get down there and dance. Here is the perfect chance to test your jumping skills by avoiding the multitude of deadly balls. Jump your way to the right and grab the fuel. Once you get it, you're home free! Just kidding. You still have to get the gems from the bulge. The bulge resembles an onion with many inner layers. Most onions aren't guarded by Missiles, though. There are pockets of safety in each layer of the bulge for you to relax and plan your next move. On your way out you can just phase through in any direction, except up. Now fly to the right and grab the gems, and the fuel tank if you are low. Collect the remaining gems, then it's on to the next level!

## 55: DEIMOS

**D**eimos is back and this time he's prepared a special trap for the greedy, unwary adventurer! Don't let his cursed red eye get to you--it will follow you everywhere. Think carefully before doing anything. Acting on careless instinct could dig yourself a hole six feet deep. Fuel is a valued commodity, so get all you can and conserve it wisely. Keep an eye out for the secret passage as well as hidden spears. Beware the glint of gold! Better to live and fight another day than become stranded with all the gold in the world!



## 56: WANDER LUST



Getting through that last level was tricky. Now you can sit back, relax, and collect everything you come across. However, your situation is not as easy as it may seem. Your biggest problem is running into spikes while trying to get away from the Homer. Don't dig yourself a maze you can get trapped in. Watch out, Deimos' red eye is still on your tail!

## 57: WATCH OUT FOR THE BARRIERS

The only monster you have to worry about is the ball in the bottom right. Your only danger besides that is the intersecting blue and red barriers. The ball at the top controls the barriers, and if you are on one when it turns on you are history. Run for the gems when the way is clear, but when the barriers are about to appear again, get on a tile that you know is safe. The safe places where you can rest are ladders and empty gem containers. Clear all the gems without getting squashed and you're on your way to Deception.



## 58: DECEPTION



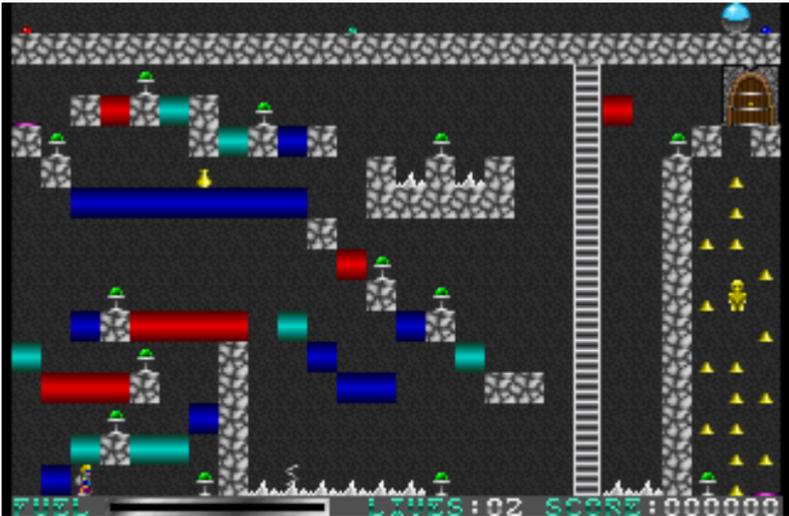
**I**mmediately get the gems just above and to the right of where you start off. Then fly left and get the gems just above your original starting position. The third stone in is a secret passage. Fly through it, break the red brick, and quickly move left to get the gem. The ball will roll through the hole you just created so be careful. Get the gem that was previously guarded by the ball, and cut a path up into the Spikes' territory. Retrieve all the gems there and fly to the right side of the screen by holding down and jetting at the same time to avoid the ceiling Spikes. Get the gem from the top of the tower, but be careful because there is another trap door which leads to sudden death. Then get the gem on the level below that. Now you should be running out of fuel, so quickly fly to the yellow Teleporter, but don't use it just yet. See the gem underneath where the ball use to be? Fall down by the brick blocking the passage, but don't get the fuel tank you see there. Dig through to get the gem. On your way out, get the fuel tank and take the yellow Teleporter. Fly up high to get the treasure and extra life. Then return by flying low to finish collecting all the treasure. Now get the last gem on the lower level of the tower. Dig

through the bricks to the exit door, but be wary of the  
Missile. You survived again!



## 59: PATIENCE IS A VIRTUE

Slowly climb to the top of the level, step by step. Watch the ball, and wait for it before you take your next leap. Take as many rests as necessary and test each step before you leap; the next one just might be a doozy. For the really patient adventurers, treasure awaits at the end. The only catch--you have to start halfway over again.



## 60: A-MAZING 1

**A**s in the other maze levels, this maze level has specific obstacles to conquer in different sections of the maze. If you concentrate and master each maze section, you'll be going through the exit door at the end of the maze in no time. An important thing to remember is that the gold is for extra points. You don't have to collect it unless you feel extra brave and really need the extra points.



The first obstacle in A-Mazing 1 is the bouncing Spring. You must jump and fly across to the various indentations in the walls to avoid the Spring. It is best at the top of the chasm to jump when the Spring is going down. Near the bottom, wait for the Spring to go past you as it is going up before you make your leap. An easy pattern to follow is to first fly left over the top of chasm into the very top indentation on the left. Then drop down and into the indentation in the middle to the right. You can then drop down and get the gem in the indentation at the bottom to the left. This pattern is probably the easiest way to get the first gem, even though you miss the gold in the left middle indentation.

Your next obstacle is the Missile. Wait at the top of the downward moving ladder for the Missile to make its journey back to the right and up the maze. (If you feel lucky, you can quickly go down the ladder and collect the gold at the left. If you time this right, you can also go down the next ladder and collect the gold to the left of this ladder before the Missile in the area flies back and nails you.) Follow behind the Missile as fast as you can and duck in the hole at the top before the Missile flies back and kills you. As soon as the Missile flies over your head, fly out of your hole and collect the gems to the right and down the pit. Fly back up the pit and to the left into the hole quickly because the Missile is hurtling right back in your direction.

The next hurdle to get by is another bouncing Spring. Use the same technique that you used at the beginning of the level and you should have no trouble at all. As the Spring is going down, drop down into the indentation on the right. You can then drop down to the right and then grab the gem to the left as the Spring is going up.

The next two gems are a little tougher to get since they are blocked by two Missiles flying back and forth. The trick in grabbing these gems is to use the moving red barrier to your advantage. You must first wait for the bottom Missile to get trapped by the red barrier in the right section. Right after this the top Missile will fly to the left past the bottom of the ladder section where you are waiting. (You are there after grabbing the gem guarded by the Spring, remember?). Immediately go down the ladder, run to the right, and drop in the hole by the red barrier. Wait a second or two for the top Missile to fly left past the hole you dropped into, and then fly up the hole quickly and go to the right and grab the gem. The bottom Missile should now be out of the right section and moving to the left, giving you enough time to drop down the hole and then down the ladder.

Now, you can easily grab the second gem. Just wait for the red barrier to open. Wait to fly up and grab the gem when the Missile is traveling to the right past the open barrier or moving to the left past the hole. Be sure you grab the gem and fly back quickly to the hole or the red barrier might close and kill you. Next grab the gem by the Teleporter and transport to the next maze section.

Before using the Teleporter, if you are very brave (or very foolish), you can gather the gold vases to the right of the red barrier and then down by the ball by blasting through the platforms and walls. We recommend that you do not blast the far left section of the moving platform above the Teleporter, which can cause the Missile to fly around and transport to the next section of the maze. Even though this will make it very easy to grab the gold in the red barrier and moving ball areas, it will also make it next to impossible for you to exit out of the maze.

Once you have used the Teleporter and are in the next maze section, the next gem for your collection is an easy one. You just have to go to the right and run past a few bouncing Springs and back again. Run past the first Spring and wait in the middle before you run past the next two Springs. It is simply just a matter of timing to maneuver past these Springs, waiting until the last Spring bounces up before running to grab the gem. You may notice that there is brick by the gem that you can blast through to get some gold below. You can do this, but be sure and only grab a couple gold vases and then fly quickly back up through the hole before it closes up and traps you. Go back to the left (yes, through the Springs) using the same maneuvering as you did before.

Next, you travel up the Teleporter chasm and to the right where there is a pit area with two bouncing Springs, a green switch, some gold, and a gem. Fly over the pit area avoiding

the bouncing Spring to the right side. You can blast down through the right moving platform into an indentation area. Wait for the Spring nearest you to go up past you, and then drop down and go to the right to grab the gem. Follow the right Spring as it goes up and fly back into the indentation on the right. From here you can blast up and out and go to the final area to finish the maze. For the foolhardy among you, you may want to try for the gold or the green switch in the pit area. The green switch looks especially inviting in that it opens up the green barrier protecting the extra gold life. These can be obtained but they require split-second timing and a very steady hand. Most players will be smart to bypass these treasures and finish the level.

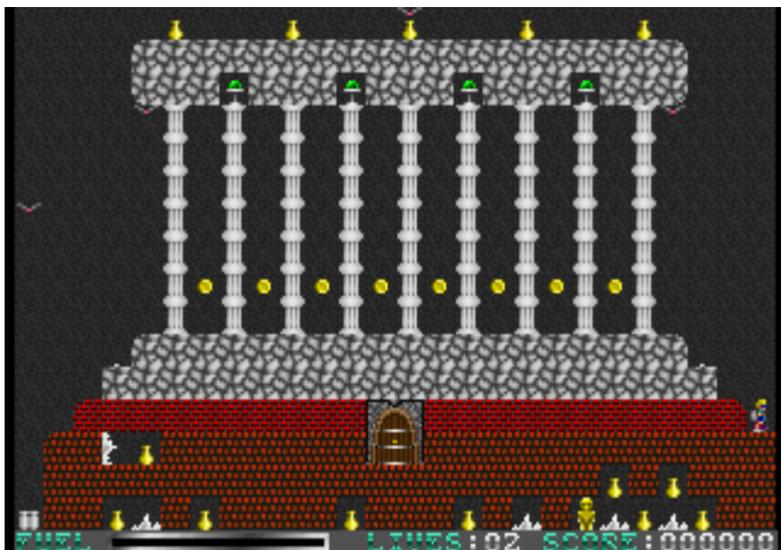
The final area of the maze has two Missiles flying round and round, blocking the two gems at the bottom. Be sure to fly first to the bottom platform above the two gems. From here you can watch the Missiles and then fly down from the platform and back again to get each gem. You can then easily fly up to the next platform for some gold. And finally, you just have to fly up and out the exit door.

Easy maze, huh?



## 61: IT'S ALL GREEK TO ME

**S**tart this level by cutting through the bricks to your left. When you are directly above the extra life, you will fall down to retrieve it. Cut the brick to the left and move into the space it occupied. Wait for an approximate count of four (a one and a two and a...) and cut the brick above you. When the space you are standing on fills in half way, jump up. Once again, cut the brick above you and jump up. When you are at the same horizontal position that you started at, dig left and continue moving left. You will fall down once more, but keep moving left until you get the fuel. Once you have the fuel, you can get all the gems and treasure, just be careful about the first step up into the temple--it's kind of prickly. Now, pray to the gods and thank them for this inspiration in side-stepping their devious traps.



## 62: ROUGH LABYRINTH

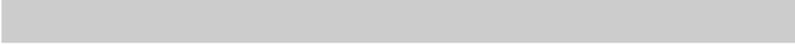


If you thought the other labyrinths were hard, get ready to die a lot. You start near the door, but of course you have to get it open before leaving. The Missiles are your biggest enemy; be ready to jump into a vacant passage when they come by. At first the maze doesn't seem too bad. Just fall down to get the fuel then go to face the first room. You won't have to worry about the Missiles yet, just Springs and Batbots. The Springs are predictable, but the Batbots can corner you easily. Get all the gems you can before pressing any buttons. Dodging the Springs and Batbots you can collect quite a few. Watch your fuel, though. Running out here means death.

When you get low on fuel, press the appropriate buttons (the more you press, the more space the Missiles will have to roam). A double fuel tank lies at the bottom right, and another in the den of the three Missiles. You will need great skill to get the latter.

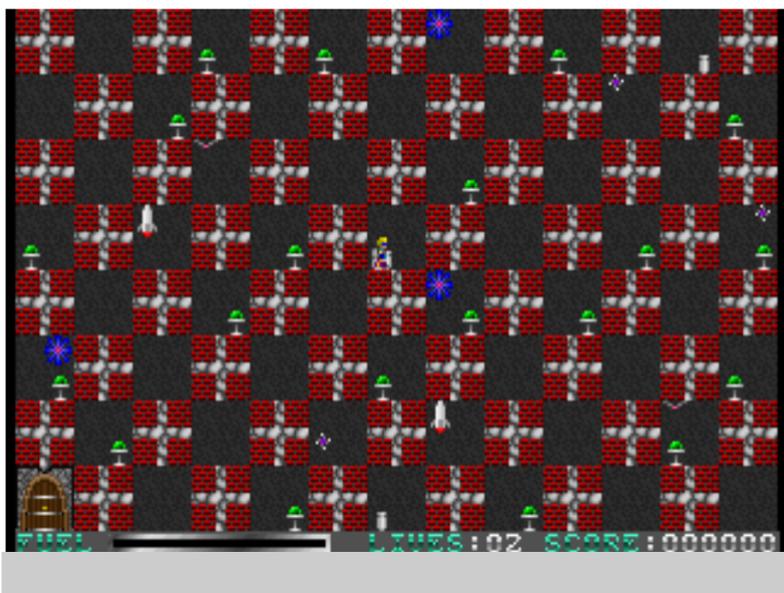
When the Missiles fly past you upwards, fall down to get the fuel then fly quickly up to the opening. You can try for the extra life in a similar fashion. It is actually easier to get than the tank, despite appearances.

The remaining maze is now swarming with monsters, but if you got all the gems earlier there will only be a few left to gather. The Missiles take some unexpected turns so be careful where you go to dodge them. Work your way back to your starting point, then out the door!

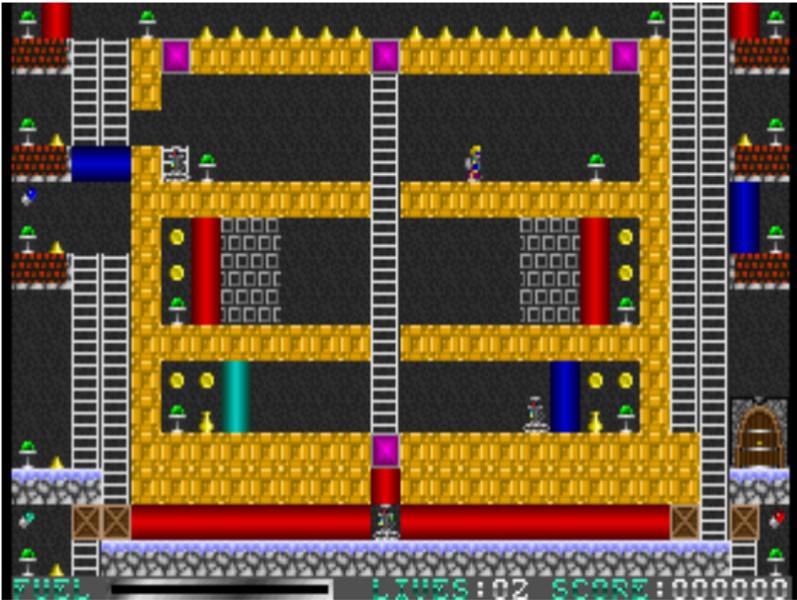


## 63: CHECKERS

Every other square in the checkerboard is open, and some are full of death. Traveling diagonally through the board, try to avoid the deadly squares while grabbing the gems. Clear the top right first so you'll be near the door when you have all the gems. Avoid the Missile at all costs. Spikes may be the next dangerous creature to let loose. Always have an escape route planned. When the Batbots are traveling away from you, you can phase through their areas with relative ease, and the Flitzers are the simplest to reckon with. Conserve your fuel and you'll be on your way out in no time!



## 64: EVER READY



**G**et ready to charge up your jetpack for some quick fun. In fact, that is the first thing you should do if you are going to survive this level. Run and go down the ladder and charge your jetpack in either of the two charging areas. Remember that you can fly while you are charging to avoid the Trackbots. Next, you should go up the ladder and get the two gems on this level. Forget about the gem to the left by the blue barrier. You can come back for that one later.

Now, fly up to the ceiling and phase your way through one of the purple steel barriers. Run and collect all the gold and gems on the top. Be sure that none of the Trackbots have followed you up here. If they have, then phase your way back down through one of the purple ceiling barriers, and then try to lead the Trackbots back down into the gold structure.

You should now go down the ladders to the right, collect the gem in the middle, and then go down and blast your way through the box at the bottom right. You can then grab the gem and throw the red switch. You should notice that by throwing the red switch, you have not only opened some red barriers blocking some gold and gems, but you have also released a third Trackbot!

Wait for the bottom Trackbot to start his movement to the left, and then blast away the box and follow it to the middle. Fly up into the indentation in the middle as the Trackbot comes moving back to the right. You can then quickly slide to the left and blow away the boxes blocking the small room in the bottom left. Throw the green switch in this area, collect the gem, and then make your way quickly up to the ladder that leads up the left side of the golden structure. Collect the first gem to the left. Climb up the ladder and get the next gem and throw the blue switch.

You're almost home free from here. All you have to do is collect all the rest of the gems and head for the exit door. Remember that there are now three Trackbots out to get you, so the going may get a little tough. Be sure to recharge your jetpack inside, and don't get trapped on top of the golden structure by the Trackbots!



## 65: YRTEMMYS

**Y**ou have the choice of which area to enter first. The Teleporters can be used by the Flitzers, too, so be careful in their domain. Each section has identical geography, but the gems are in slightly different positions, and the monsters give each section a new challenge. The Missile is pretty easy; just go for the gems when it's far away. The only way to get through to the Springs is the hidden passage between there and the Missile. No need to phase, the bricks are just a mirage. Dodge the Springs and return to the Missile area, then teleport to the next section. The Spikes are deadly, so keep an eye on their movement as you lunge in to get their gems. Finally, the Flitzers can be easy or hard depending on what mood they're in. Keep your distance while you steal their gems, then teleport to the exit.



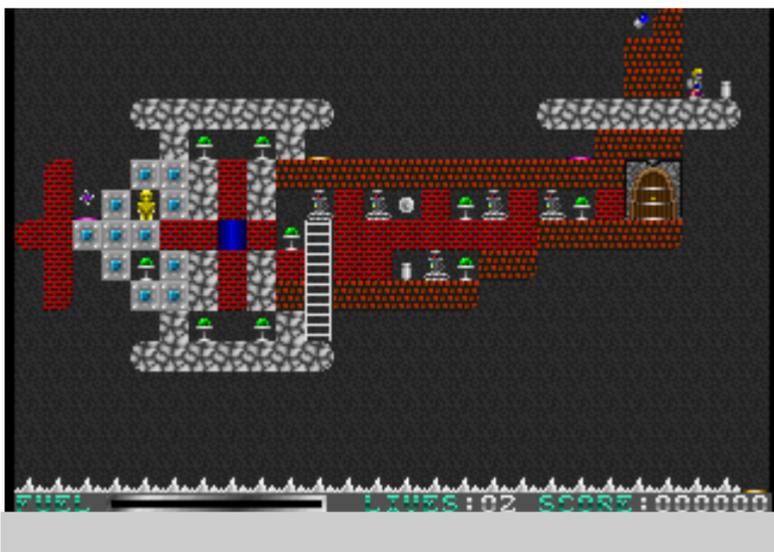
## 66: DON'T TOUCH ANY KNOBS



Heed the warning! The Missile has a very delicate flight path which will be altered if just one button is activated out of sequence. This level really is easy if you follow the rules. Just observe one full cycle of the Missile and you should easily be able to avoid it while collecting the gems.

## 67: DE PLANE, DE PLANE

**Y**our airplane has been hijacked by Trackbots and is flying over hostile territory. Quickly recapture your cargo and leave by the back door. Catch a Trackbot's attention by running off the tail of the airplane. He will try to follow and fall to the ground, but don't forget to accelerate lest you suffer the same fate! Warning: Don't use up too much fuel! Next, open the door to the captain's cabin by using the release button near the tail. By hurrying after the Trackbot who has once again climbed aboard, you can dig underneath the Teleporter before he makes another pass. Clean up the cabin, and grab the gems on the lower wing on your way out. "Climb" off the wing and reenter by the central ladder. Then, using careful timing you can once again dig underneath the Teleporter and then to the right, releasing the second Trackbot and quickly flying out of his way. Get the stunner and the fuel on the level below, and then go back for the gems on the top wing. You can get in the same way you left the lower wing. The last two Trackbots can be let out the back and you're home free!



## 68: HERE WE GO ROUND



This level is pretty straightforward. You must go up and down and all around to finish this one. You start out by having to travel up a stairway and staying clear of a tumbling Spike. It is easiest to avoid the spike by flying past it in the middle straight area. Watch out for the sharp spikes on the left side while you are flying! You then continue up the stairs to the right. Here you must choose if you throw the green switch and go right down the stairs, or tunnel to the left through the purple steel barrier. It is better if you don't throw the green switch. The reason is that there is another spike in the bottom area that can get up into the middle stairway section. Then with two Spikes in this area, it makes it very tough to reach the exit door. So instead, phase your way through the steel barrier to the left. Fly through the purple barrier because there is a dangerous spike below on the other side.

Next, you should follow the moving ball down this next stairway to the left, collecting any gems along the way. Watch out for the pesky Trackbot that will try to block your way! At the bottom of the stairs, fly up and pull the red switch. Then, tunnel through the purple barrier above, watching out for the Trackbot guarding this area. Collect the gems and throw the blue switch in this area and then travel up the far left ladder. You can then run to the right, grabbing any gems along the way. If any Trackbots come after you, just fly up near the ceiling being careful of the sharp ceiling spikes. Use the purple Teleporter at the right to transport you to the bottom of the level. If any Trackbots follow you through the Teleporter, run very quickly to the right over the blue switch to block their way. After that, you must tunnel up through the steel barrier into the next area of the level.

The rest of the level is fairly straightforward but very tough. The final gem area is protected by a flying Spike and a Trackbot. To make it worse the gems are everywhere, and the green switch you have to pull to get out of the area is guarded by a prickly spike on an icy terrain. If you are very careful and lucky, you will be able to collect all the gems, throw the green switch, and make it up the ladder that leads out to the middle stairway. From here, you just need to travel down the stairway to the left (watch out for that spike again!) and out the exit door.

## 69: TREASURE CHEST

The choice is yours! You can either go for the treasure chest and get some extra lives, stunners, and points, or you can just wimp out and collect the gems. This level is fairly easy if you just want to grab the gems and head for the exit. To tell you the truth, it is not that much harder if you want the extra treasure. Come on, you can do it! If you dare!

You'll see that the treasure area is in the middle. The red and green switches that open the barriers blocking the rooms filled with extra lives and stunners are here. In this area there is a bunch of gold you can collect for an easy extra life, too. The only problem you'll have is getting by the Flitzer guarding the switches, but not too tough if you time it just right.

The hardest obstacle in this level is the tenacious Trackbot. It seems to be everywhere. There are a couple of rest areas where you can escape to if you get tired of the Trackbot chasing you. There is a platform with a gem to the lower left middle of the screen, and also a column with a gem on the lower right middle of the screen. Just land on these areas, sit back, and breathe easy for a while.

You should also be careful that you don't get trapped by the Flitzers or Trackbot in the upper left or right platforms. There is no way up, down, or out of these areas. However, you can easily get the gems on the very bottom of the level by either using the Teleporters or by tunneling through the bricks. You can also use these methods for a quick exit from these areas.

All in all, this is a fairly simple level. Trap that Trackbot in the bricks and go grab the treasure. It's easy. Would we kid you?



## 70: WORK THOSE LEG MUSCLES



**H**ere is one of the trickiest levels in Jetpack. Quick reflexes are needed here, as well as patience. Jump from column to column, slowly, or you will fall to a bloody death. At the last column, wait until the ball controlling the barriers is about to turn the blue one back on, and jump. Just before the ball turns the blue barrier back off, jump again. Watch out for the Spring! Duck under it and teleport to the next level.

Wait for the ball to turn the blue barrier on again, then jump up quickly and run to the right. If you want to try for the extra life (highly suggested) fall down then jump to the right before the ball gets to you. The extra lives guarded by the Springs are just for looks... it seems. If you have trouble with this level, try getting one of those lives after getting the extra life guarded by the ball. What's this, you got two lives and only lost one! You can get a life every time you do this, though you may die before reaching them. Jump over the Spring when you are ready to go past, then go to the right and teleport to the next level.

The hardest part of Jetpack lies before you. Well, not yet. You can go through easily enough, just pause between the Springs. But you must press the cyan button to get the gems on the previous level. Now the ball is among the Springs, and you will have to cross to the left. It is possible. When the ball rolls to the left, run behind it then wait in the middle. Jump straight up to avoid the ball, but don't run yet. Keep jumping straight up, waiting for the right moment to run left and jump up out of the pit. You may have to wait there and jump dozens of times before the Springs and ball line up. Finally you can teleport back up and get the gems. But now you have to cross that tricky area again. You can either go back the way you came, or fall through where the ball did. Either way you will have to practice your jumping jacks until you can escape to the right. Phase through the door and into the ladder room. As if running through moving ladders wasn't enough, you have to deal with Flitzers, too. Here is where patience will be useful. Get each gem when it is open, but you may have to wait a while to get them all. Those Flitzers can be annoying, but they shouldn't be able to kill you unless you get daring and try to rush in and grab a gem. After getting all the gems, exit to the right. Now keep teleporting until you get the gem above you, then jump up and teleport to the final level.

If you liked Donkey Pack, this part is for you. Wait for the last ball to go by, then run behind it and get the gems. When the first ball comes toward you, jump in place until all the balls go by. Now run to the right, with the balls on your heels. If they hit you while you're waiting for the door to open, don't worry. Just stay on the door and you will be sucked through. Take heart, the next level isn't half as hard as this one.

## 71: MINI PYRAMID

**Y**our immediate concern here is the Trackbot heading toward you. Climb the ladder, and note your secondary concern: a Batbot heading toward you. Keep going up and you will be killed by your third concern, a Steel Ball. It's not as bad as it sounds. Jump to avoid the ball and collect those gems before the Trackbot gets there. Then jump across to the pyramid. Your only concern here is the Batbot, especially since you have no fuel yet. You may get the urge to phase through here, but it's not recommended. If you make it into one of the treasure rooms, you had better get out quickly or you will be sealed in forever (or at least until you hit escape).

Eventually you will have to go to the top level, where you will obtain a tank of fuel. The Trackbot can follow you up here, as well as the Batbot, but your most likely cause of death is the hidden spears. They blend in well with the ground, so watch out for them. Jump through the mirage bricks to get the gems, then grab the fuel and climb back down. You can get any gems you missed now, and try for the treasure in the pyramid with a better chance of escape. When you're ready to leave, phase through to the door, avoiding the pesky Spikes.



## 72: FIENDISH MAZE



**F** iendish is right, but not because of the monsters. The problem here is that you can't see the maze! Ah ha, but now you have your trusty hint book, so you CAN see the safe passage through this tricky screen. The key to solving this maze is getting the fuel. If you jump to left immediately you can bypass the hole and jump quickly up to the fuel. Otherwise you will have to run along the bottom of the screen. There is a Spring that's very hard to see, watch out for it at the bottom right of the screen. On the left, you will have to jump from side to side to get up to the ladder. You can walk to the right off the bottom of the small ladder to collect the gems there. Then climb and jump all the way to the top left of the screen, run to the right, and fall to the ladders in the middle. If you didn't get the fuel at the beginning, you will have to get it now. At the bottom of the left ladder, jump to the left. If you make it to the ledge, jump up to the left, then fall into the fuel room. If you don't make it, keep trying until you get the fuel.

When you have the fuel, you can collect the gems at your leisure. The fuel doesn't last forever though, so plan your moves well. The hardest gems to get are in the top right. Fly up from your starting location and you will be able to wiggle your way in to them.

If you have enough fuel left, you can try for the extra life. There is only one way to reach it. Two bricks up from your starting location, fly to the right. A passage wraps around to the extra life. To escape this maze, use the hidden passage to the top right of the center ladders.



## 73: WINDOW PAIN

**Y**ou have a break between hard levels here, but don't get too lazy. You won't have time to sit still either, because there is a Homer in this level. First run to the left and press down while holding your jetpack on. Sit and collect fuel until the Homer gets too close for comfort. Then fly down and over the Trackbots, and teleport to the top right pane. Use your jetpack to collect the gems here, but reserve enough fuel to fly back. When you get back to the fuel generators, fill 'er up again, then go up and dodge the balls. Watch out for the spear on the way up. The stunner here will keep the Homer in check while you get as many of the items in the top left as you can. There are spears mixed in with the treasures, so don't be in too much of a hurry. When you get all the gems, you can teleport to the door and escape.



## 74: RUN THROUGH THE JUNGLE



This level was tough when we first designed it. Then we added some green jungle vines to make it even tougher. "Run Through the Jungle" is definitely not a stroll through the park, but the level is easier if you know its secrets!

First, go and get the double tank of fuel. But be careful to avoid the two Springs, the Flitzer, and the two Trackbots. The Trackbots are probably the toughest obstacles in this level. They seem to pop up almost anywhere. Be aware that the Trackbots can't go to the jungle area to the right, up near the top. You can use this area as a resting place and a spot to plan your strategy for the rest of the areas. You may find that you can get into some areas easier if you tunnel through the purple steel barriers. These can be used as a means of escape or as a back door to some areas. For instance, you can use the steel barrier in the jungle rest area as an easy way to gain access to the areas on the right side of the level, instead of having to go through the obstacles in the jungle area at the bottom of the level.

You can quickly gather the gems in the right areas and avoid the Missiles by using the hidden tunnels in some of the blocks. You will find these spots if you just walk around.

There is also a free life in this right area that is very easy to obtain. You just push the red switch to release the Missile and quickly fly down on the right side and grab it. Get out of this spot quickly because the Missile will return here shortly. Also, the Trackbots love to push the red switch and trap you down in this area.

The toughest area is the one in the middle with the three gems and the green switch. It will seem that the Trackbots are always patrolling this room, or that the Missile is zipping through the room at the wrong time. You can use the purple barrier as a way to quickly enter and leave this room. You can also come in from the right bottom side by blowing away the box. This can accomplish two things. First, it can free the Missile so that it goes over into the right area (for a while, at least). And second, you can quickly fly up and retrieve the gems without any Trackbot interference. Most of the gems can be easily obtained if you use these few hints and watch your jetpack fuel level. You don't want an empty jetpack, or you will be running through the jungle!

## 75: RELAX!

**D**o anything but relax. Jump, run, climb, shake spasmodically, but do not relax unless you want to become monster meat. Your first goal is to get fuel, but don't get lured into the gray brick room. Climb up when you can and use the purple Teleporter. Grab the fuel there, then make your way to the top right and grab the stunner. Now you can get a lot of open gems and grab extra fuel if you need it. When the monster stunner wears off you should have most of the gems, and the rest will be much easier now that you have fuel. Finally fly to the top left and escape through the door to your hideout.



## 76: HIDEOUT



This is a fairly simple level as long as you throw the switches in the right order and keep your eyes peeled for the obstacles. You should begin by zipping over the roof of the hideout to the bottom right of the level so that you can get a double tank of fuel and throw the red switch. You just have to be careful to avoid the Trackbot and the Flitzer.

Next, fly up and around to the other side of the hideout (the left side) and enter by blasting through the box. Keep your eye on the moving ball at all times. You should notice that there are some spots inside the hideout where none of the obstacles can touch you. These spots are on both sides of the bouncing Spring, the platform that holds the double tank of fuel, and in some of the small upper gem rooms.

You should try and get to the green switch next so that all the gems inside the hideout will be readily obtainable.

The green switch is easy to get to as long as you tunnel through the purple barrier just after the Spring bounces upward. The same goes for leaving this switch area. Simply tunnel and fly out right when the Spring is bouncing up.

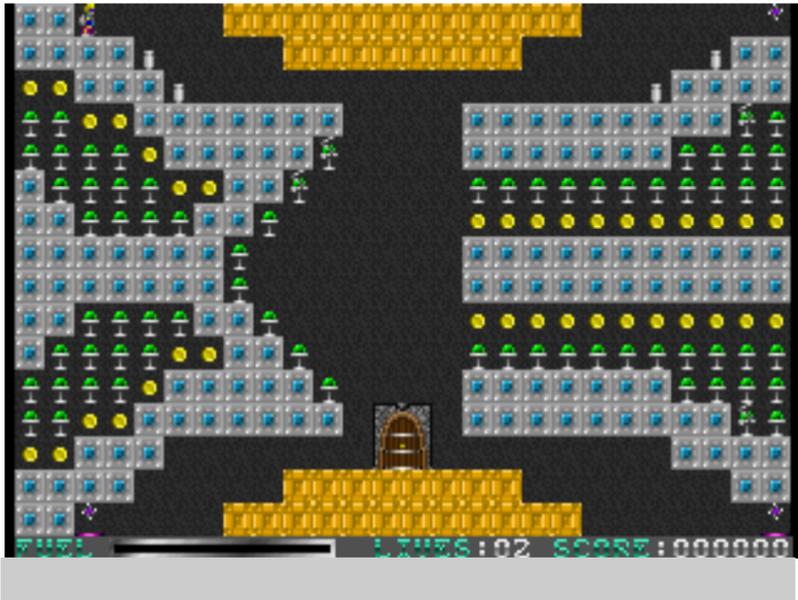
The extra life at the top of the hideout is very easy to get. Keep your eyes open for the moving ball and the bouncing Spring. You should be able to get this with little problem, but beware of the gem area with the moving blue barrier. You may forget that the barrier is there since the moving ball and Trackbot sometimes don't touch the blue switch for quite a while. You don't want to die at this spot, especially when you have almost completed the level.

After gathering the gems, it is an easy matter of just leaving out the left side of the hideout and going up and around to the exit door. "Hideout" is pretty much a rest level to build up your confidence so you will be ready to deal with what lies ahead.



## 77: THE COMPUTER WARS

The great enemies of yesteryear face off in a final confrontation, and you're between them. This is a very straightforward level. Scrape every surface clear of gems and look out for the Spikes and Springs while you do. A few mirage bricks may confuse you, but the mistakes are usually not deadly. Watch your fuel. When you get low there are tanks in the top left. Hold down while flying to hover; you may need to do this a lot. When you have them all, drop to the bottom and exit.



## 78: JUMP FOR JOY



**Y**ou can only jump for joy when playing this level since jetpacks are not allowed. What?! You heard right. Forget about your flying prowess. You must use all of your jumping, sliding, and climbing skills to conquer this level. Some spots are tricky, but these hints should help you.

You begin this level on one of several platforms containing gems with Missiles whizzing over your head. You can avoid the Missiles by hanging on to the middle of the ladders. Be careful of the Trackbot below since you will probably have to fall several times before you retrieve the gems in this area. Remember that you can easily jump over Trackbots.

Your next point of action is across the icy blocks to the left above two deadly Trackbots. If you fall off the blocks into the Trackbot pit, you can't get out; so slide and jump carefully across the blocks.

Forget the enticing gold pieces above the blocks. You can grab them, but more often than not your greed will cause you to fall into the pit.

Once you are over the icy blocks, you can phase up through the steel barrier and climb into another Missile area. This is the only place where you can retrieve the two extra lives. The easiest way to do this is to wait on one of the platforms above the flying Missile. When the Missile flies back to the left, drop down and run to the right, jumping over the small pit containing the Trackbot. Do this as fast as you can since the Missile will be right behind you. Quickly grab the extra life, phase through the steel barrier grabbing the other extra life on the other side (hopefully you will miss the flying Missile on this side of the steel barrier), and fall down near where you started the level.

Once you make it back over the icy blocks again and back up above the Missile area, you must jump on a bunch of brick platforms to retrieve a gem and to go to the other area to the upper right. To do this you must phase through the brick platform right above you and then make your jump. Most times you will have to wait for the phased brick to reform before you can make your next jump.

One of the toughest parts of the level is jumping to and climbing on the ladders above the Trackbot in the upper right of the level. Many times you may fall down off the ladders, so time your jumps when the Trackbot is farthest away from you. Ladder jumping is easier if you remember to push the upward arrow key (or push up on the joystick) when you land on the ladder. This will help you from sliding and falling off. The rest of the level is easy. You teleport down on the right side of the Missile area where you started the level. Throw the red switch in this area and you can exit through the door below.

## 79: EMERALD CITY

**T**he Emerald City looks very easy at first glance. But you can easily run out of fuel and lose the level if you aren't careful. Fly only when you must and keep your eye on where all the packs of fuel are located. If you look like you are running low on fuel, try and make it to the nearest pack of fuel before collecting any more gems.

There are many secret tunnels in this level that can either help or hinder you. You can easily dodge the Flitzers by flying into these tunnels, or gain access to all the various areas, including the Teleporter that will transport you to the extra life. Be extra careful of using the hidden tunnels at the bottom in the middle. You can waste a lot of fuel trying to maneuver through this area.

You should also use patience when playing this level. You may have to wait for a slow-moving Flitzer to move out of the way before you can collect some of the gems. Try not to fly and waste fuel while waiting for the Flitzer. Stand patiently and the Flitzer will eventually move out of your way.



## 80: TREE HOUSE



This is one of the levels in Jetpack where you can make your playing much easier if you phase through the boxes in a certain, strategic manner. The toughest part of “Tree House” is avoiding the deadly flying Spikes on the left and right sides of the tree.

You can trap and avoid the Missiles flying above the tree by blasting the boxes in the following way: First, you gather the gems on the left side of the tree, then enter the tree's trunk (which is made up of the boxes) by blasting through the bricks located on the left of the tree near the top of the trunk. You will enter the trunk by the second and third rows of boxes, which have three boxes in each row. Blast the first boxes in these two rows of boxes. Next, blast up through the third box from the left of the top row of boxes (a row of seven boxes). Fly up through the hole to the top and blast away the box on the right. The two Missiles will both travel downward into the tree trunk and be trapped there out of your way.

You can now easily get the gems on the right and left sides of the screen. You can fly over to the gem platforms, being careful to avoid the bouncing Springs. Phase down through the brick platforms and gather all the gems. You can then quickly fly out before the platforms reform. Be sure to get the packs of fuel in these areas.

Your next set of obstacles are a pair of balls that move clockwise and then counter-clockwise through and under the tree. Blast your way down the right side of the tree and you will avoid the previously trapped Missiles. Watch to your left while one of the balls rolls to the tree trunk and then back to the left. Wait for the second ball to hit the tree trunk and roll back to the left (the first ball should still be rolling clockwise around the tree). Phase through the boxes and follow the second ball clockwise through the Teleporter. Carefully fly up and grab the gem in the first room, and then wait for your chance to continue clockwise through the Teleporters to gather the other gems.

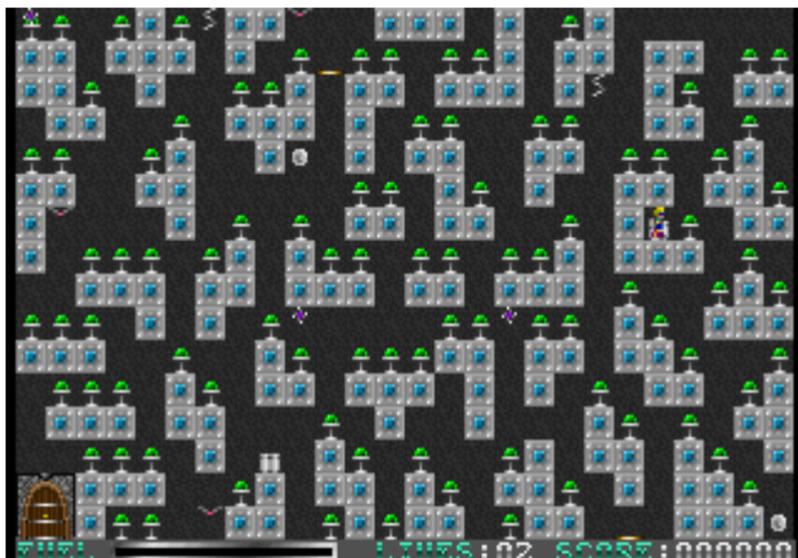
Your final hurdles on the right side of the tree are those deadly Spikes again. Be quick and daring and you should be able to collect the remaining gems and make it out the door.

You can have a lot of fun in this level by testing different blasting patterns on the boxes and watching where the Missiles fly. After some practice, maybe you'll be able to find an easier and quicker way out of the "Tree House".



## 81: PIECES PARTS

The Squarez pieces have escaped, and they're scattered all around the level! Some of them are mirages, so don't rely on one being solid unless you know for sure. The amount of Springs, Spikes, and Batbots may scare you off, but there are a few things to help you out. There are two stunners here, and a Teleporter in case you get cornered. There is also a spare fuel tank, but don't grab it until you are almost out because you'll need every drop of fuel you can get. Collect the gems without dying and you'll be on your way to the next level.





The Trackbot may block you when you try gathering some of the gems. Move to another area and the Trackbot will usually roll to a different location. You can then quickly come back and gather up the gems. You may also find it easier to collect some of the gems when the Trackbot is trapped in the blue barrier room with the extra life.

That extra life by the exit door sure looks inviting, doesn't it? Unless you are an expert player with razor-sharp reflexes, don't even think about trying to open the green barrier door that blocks it. If you don't heed well to warnings, go ahead and try to throw that green switch! There is only one easy way to do it. Wait for a shield to appear nearby, grab it, and while you are invincible you can easily throw the switch and leave unharmed. Of course, this probably won't happen. Your only other option is to do it the hard way. Time your move to the room so that you enter it right when the blue barrier shuts down behind you (being careful not to have the Missile or Trackbot in there with you!). This will give you enough time to throw the green switch and phase out through the brick wall to the left of the switch.

The rest of the obstacles in the maze are familiar to you from prior levels. As always, it is only a matter of good reflexes and timing to collect all the gems and make it to the exit door.



## 83: SHAMBLES

This is not the prettiest level, in fact it is quite a mess. Your safety is an illusion, as you will see when the monsters go through the stone bricks at the bottom. Fly from platform to platform and avoid the monsters--they can come from anywhere. There is fuel aplenty, so don't worry about running out. There is a stunner in the bottom right, and one in the top stone chamber. There are no monsters at the top, so get the stunner up there and come back down to grab gems in safety. There is a spear at the top that blends in with the stone, so be careful. When you have all the gems, phase through the brick to get the extra life before running out the door.



## 84: 3 FOR 1



"3 For 1" is just like its name says. You get three mini-play levels for the price of one. What a deal! The level starts out easy and gets tougher the higher up in the areas you play.

The first bottom area consists of avoiding two Trackbots while you fly around and snatch up the gems. The gems are easy to collect as long as you remember that you can lure the Trackbots away from the gem areas. For instance, if the Trackbots are protecting a certain gem area, go to the other side and the Trackbots will follow you. You can then fly back and gather your gems. Conserve your jet fuel, however. It will make the gameplay in the other two areas that much easier.

The second middle area has energy-draining walls with moving balls you can jump or fly over. If you must stop, you can conserve your energy by stopping on the ladders, box areas, or gem areas. These are the spots in the area that can't drain your energy.

Hopefully, you have some jetpack fuel left when you enter the third top area. If you are lucky enough to have some fuel, immediately fly up and get the gems after you phase into this area. This area becomes much tougher without your fuel since you will always be running and jumping to avoid the two Trackbots. You also have to climb the ladders on each side and jump and slide your way across the top platforms to retrieve the gems. Be careful; if you fall off these platforms, you have to avoid the Trackbots and do it all again!



## 85: TRIBUTE TO HOUDINI

**T**rapped in a box, you must escape before the Homers cut your life short. A good rule for navigating through purple doors is to never stop moving. They close quickly, and kill as surely as a Homer. Run and phase to the left, and fly around to get all the gems. Watch out for the Homers, they can surround you while you are trying to phase. There is plenty of fuel, just get back to the middle to get another tank. When you get all the gems, walk through the mirage brick at the top right of the screen, then keep pressing right and left to make your way to the door at the bottom.



## 86: ONE AT A TIME



The Batbots can corner you easily if you open all the barriers at once; therefore, do so at your own risk. We recommend doing one at a time for survival. Jump to the right, press the cyan button, then jump for the fuel. Get both fuel tanks, then get the column of gems at both sides. Then go back and press the red button, get the gems, then press blue. If you manage to get all the gems and stay alive, you can go for the door. Your biggest problem may be running out of fuel. If you can't make it, try adjusting your strategy to cover the board in a more economical fashion.

## 87: OFF TO AMERICA

You'll need all the patriotism you can muster to make it through this one, not to mention fuel. Run and get the fuel first, then run to the left and teleport to a stripe. Dance a funky ceili past the balls as you collect each row of gems from the flag. Be careful when running past a Teleporter, something could pop fly out at any time. The Missile is as dangerous as the balls; it's faster and doesn't have to worry about that pesky gravity. Press left and down to collect the gems on the downsing, then fly up and right with your jetpack to clear the next row. When going up, watch out that a Teleporter is not above you, or you could end up running back out with a ball on your tail! When you have all the gems, teleport to the blue area, hit a button, and make a run for the door.



## 88: HODGE DODGE



**Y**ou're going to be dodging obstacles like crazy in "Hodge Dodge", you jetpack-flying hot dog you! Missiles will be coming from the right and left while balls are dropping down on top of you; and of course those pesky Trackbots will be trying to kill you at the same time.

You should start the level by grabbing the double pack of fuel and then flying up to the top to throw the red switch. This way you will have the other pack of fuel that is in the red barrier room available to you whenever you need it. You should notice that you can easily dodge the moving balls or Trackbots on the top or bottom of the level by either flying or jumping over them.

The gems in the middle on the brick platforms are very easy to obtain. You can phase down through each brick platform collecting the gems on the way down. You can also use these platforms as resting areas since the Trackbots or moving balls can't reach you when you are sitting on these. Be careful in the middle of the screen

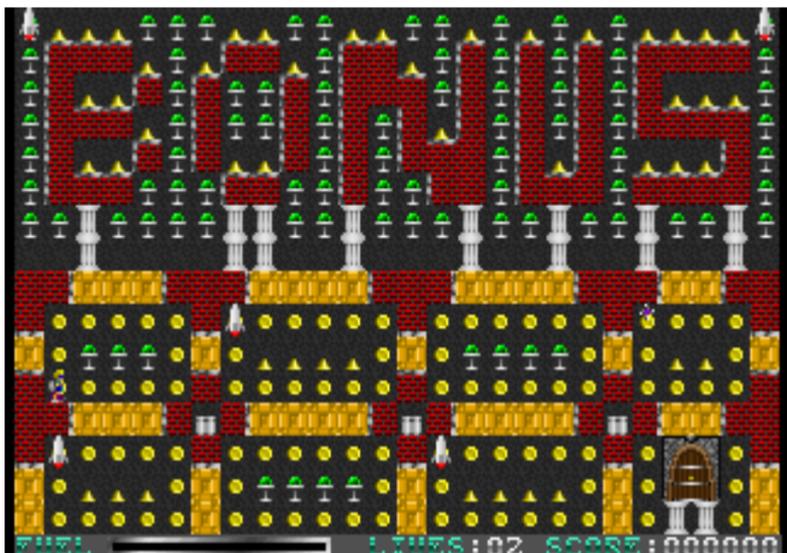
since there are two Missiles flying back and forth blocking your way.

The going gets rough over on the left side of the level by the red barrier room. You'll have to dodge Missiles going back and forth, a Missile going up and down, the balls rolling down, and the Trackbots climbing up and down the ladder. Lure the Trackbots away from the area and you should be out the exit door in no time.



## 89: GOLD GALORE

This bonus screen is a lot more dangerous than it looks. Just when you think you're safe, a Missile is bearing down on you. Brave the rooms you choose, phasing through the cracks to get more fuel. Then fly and phase to the top and gather all the gems. The top screen is a lot easier because you have a lot of reaction time. The more treasure you get at the bottom, the greater your chances of dying. Once you have taken all the gems from the top, you can exit through the door at the bottom right.



## 90: THE VOLCANO



**Y**ou're going to have to descend into the volcano, while all the lava balls swarm around you. It may look impossible, but you need never be in danger. Your first task is to scale the volcano. Use your phase shifter and destroy only enough boxes to allow you to jump up. Phase up, then jump and phase right. Jump up to the hole you just made, and repeat. Be warned - if you get to the right too soon without going up, there will be no escape.

At the top of the volcano, get the fuel then phase straight down through the volcanic rock. There is a platform in the center of the volcano where you can rest and analyze your situation. You never need to cross the paths of the lava balls unless you try for the extra lives. Phase through the sides of the volcano to get the gems on each side. Go up and get the spare fuel tank when you get low. The Batbot may use the Teleporter at the top to enter the volcano, so hurry before the volcano becomes even more treacherous.

When you have all the gems, phase to the right and fly over to the platform. Don't go out the door yet, first press one of the red buttons to make the volcano erupt. Not only do you make it to the next level, but you get a free show. What a game!

## 91: STROLLING THRU THE PARK

“Strolling Thru the Park” is definitely not a run through the jungle! But the level can be quite easy once you know the secret. The key to this level is to trap the Trackbots. Once you do that, the level is a cakewalk to finish. You may even want to slow down and enjoy the scenery while taking your stroll in the park.

You begin the level by phasing through the first box to the right. Walk to the right and you will fall into a hole. Phase downward through the box that you are standing on, and you will fall down to the left of the tree. Use your jetpack to avoid the hidden spear directly below. Next, phase down through the top left 'box branch' and go down the ladder. Avoid the danger of the slick ice by turning on your jetpack. Go over to the left, up the ladder, and throw the red switch. Go back over to the tree and phase into the middle of the tree from the left and grab the gem in the middle. Blast the box above the gem-holder and get the heck out of there fast. The Trackbots should fall in the hole you just created (lure them if they don't) and will now stay trapped on the left side of the tree.



Next, you should head over to the other side of the tree, throw the blue switch, and collect any gems and the single pack of fuel. Watch out for the spike and Missile while in this area. Next you should go in the hidden area to the bottom left, collect the gems, and teleport to the gold area. You can now easily collect the gems and gold in this area since the bouncing Springs are not that hard to avoid. Then go up the main ladder, phase through the box above, collect the gem at the far right, and go out the exit door. You should be able to get by the rocket guarding this area without any trouble.

Of course, for some fast fun, completely ignore our hint about trapping the Trackbots. You will then find that this level offers some real challenge!

## 92: CENTIPEDE



The row of Missiles will always weave its way down in the same pattern, but it may surprise you, so it's best to stay clear. It will alter its pattern if it goes through a brick you've phased. Be careful where you phase--two centipedes are much worse than one. Watch for the Springs and Spikes while you gather all the gems. This level is pretty straightforward, with no tricks or traps. The monsters are all the hazard, so if you can deal with them you'll make it through. If you running low on fuel, try flying to the top and then falling to get all the gems in a column.

## 93: TAKE A WALK!

The only way you can survive this level is to take a walk. You won't find any fuel to help you through this level unless you are extremely lucky. Forget your flying skills here, buddy, 'cause you're walking!

Always be wary of the Springs on the sides and in the middle. These Springs are probably the greatest hazard in this level. You will probably hold your breath more than once when you make your long jumps across the middle between the two bouncing Springs. You may want to use the transporters whenever you can instead of jumping to the sides and using the ladders. They can quickly take you diagonally up or down.

You should notice that there are some areas where you can phase down through the bricks. You can easily obtain the gems below the ladders on the lower right and left by phasing down through the bricks under the ladders. You can also phase down through some of the platforms that hold the gems. You may find that this method of travel to the middle levels is much more preferable than taking the ladders on the sides.

A very tough area is the blue switch area at the right near the bottom of the level. You may want to take the green transporter here first when you start the level since you don't want to go through the entire level, die here, and then have to start at the beginning again. Why not die here right away?! Be extremely careful when you take your jump off the ladder to get to the blue switch. A hidden spear lies below and almost always means a quick death. Once you are able to throw the blue switch, then you can get the gems in the rest of the level without much problem. Be sure you take the green transporter out of this area instead of trying to jump up onto the ladder on the right.

The top and second areas of the level are quite simple. You just have to jump over a couple of Trackbots on the top area. The second area is running and jumping over some Spikes and avoiding a couple of Springs. The third area down, however, is a little tougher. You have to jump over a rolling ball and a Missile. You may want to phase down from above to make this third area a little easier.

A final hint for this level is to take your time. You can rest in many places in this level while you size up your next obstacle. Have patience and you should find that your travel through this level is a cakewalk!



## 94: REALLY, REALLY BAD LABYRINTH



**Y**our final "labyrinth" level is a doozy. First grab the fuel and clear all the gems in the center. A Missile is making rounds in the center so hide whenever it zooms by. A Batbot is patrolling too, but it shouldn't be much of a problem. You can try for the treasure on the bottom left, but just the gold on the right. If you try for the left you'll end up dead. When you have the gems from the center, fly up and collect the few on the top of the level. You can try for the extra life here, but it's much easier without fuel. When you run out of fuel you can just fall to the bottom right, and run to the left to steal some from the Missile. It flies in a tight doughnut so get out of there quickly!

Press the red button for access to the right area. When the Spring and Missile are up, drop down and get the gems. The nook on the left is a good hiding place while the Missile is on its way up, but when it's going down, hide in the niche below it on the right. Fly to the entrance of this area, then wait for the Spring and Missile to go down. Fly up and press the cyan button. All heck breaks loose now. Just stay out of the way of everything until you have the feel of it. Go all the way across to the left and dodge the Spring for access to the remaining gems. Press the blue button for an easier escape and run for the door.

## 95: POPCORN

**Y**ou'll need more than good looks for this one, you'll need a little luck too. It may look like you'll need a lot, but a little will do if you know how to approach it. The trick is in the timing, and the Teleporters. There is absolutely no way to die while using this system with the Teleporters unless you collide with a ball in midair. Press down to teleport **BEFORE** you hit the ground. You can teleport even if you are half a tile off the ground. If you are falling directly on a ball and pressing down, you will survive.

What you need to do first is get fuel, so phase down to the purple Teleporter and keep teleporting until you end up at the top right. Take your finger off the Teleporter as soon as your particles are scrambled, then press it again. This will keep death to a minimum. If a ball is near you at the top right, keep teleporting until it's clear, don't take any chances. Jump over to get the fuel.

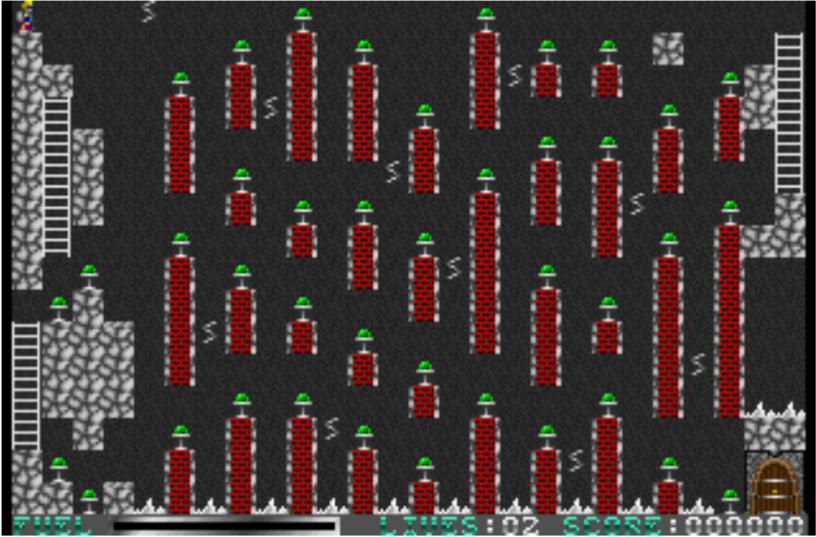
You are not exactly home free, yet. Fuel will just help you get out of some sticky situations. It may actually hinder you in a few areas since the acceleration with fuel is not as fast as jumping. Don't try to cross the middle. Keep using the Teleporters to get to areas with gems. It is a slow and tricky process, but if you stick to the Teleporters it will pay off.

You can try for the extra life by running to the side and flying up, but it's dangerous to return to the Teleporter.

When you round up all the gems, teleport until you get to the right side of the 'pan' then jump or fly to the right and out the door!



## 96: LOOK BEFORE YOU LEAP



This is a fun level, but it's tricky if you're in a hurry. It really does pay to look before you leap, especially near the bottom. If you fall at the top, you can press to a side and land safely before a Spring comes by. Jump from spire to spire collecting gems and dodging Springs. You can phase down through any spire to reach tricky spots. When the rest of the level is clear, take the path to the bottom right and run out the door.

## 97: A-MAZING 3

"A-Mazing 3" combines the one-at-a-time obstacles of "A-Mazing 1" with the randomness of "A-Mazing 2". If you survived those two levels unscathed, you should find the gameplay in this level fairly easy and straightforward.

You begin the level by having to avoid a bouncing Spring while blasting through steel barriers and boxes. The easiest way to avoid the Spring is to first phase through the purple steel barrier and the wooden box and then quickly run back to the right again. With the box out of the way, the Spring has a farther distance to travel and is easier to avoid when you need to phase through both purple steel barriers.



The next section of the maze has a Missile and Spring as obstacles. You can phase up through the steel barrier and avoid the Missile by either waiting for the Missile to be trapped by the blue barrier, or just follow the Missile as it zip around counter-clockwise through this mini-maze area. You can fly up to the right, blast to the left through the first box, and wait in the hole in the wall you just created.

Now is a good time to get the gold extra life to your left. Watch out for the Spring and phase through the box and the purple steel barrier when the blue barrier goes down. The extra life is yours for the taking! Watch out for the Missile and you can escape this area of the maze when the blue barrier goes down again. Fly up and phase through the box and then the steel barrier to the left and you are out. Take a rest by the single pack of fuel. You've earned it!

This section of the maze has the rolling ball appearing randomly everywhere. Look carefully at the locations of the purple steel barriers since they will help you escape the wrath of the crushing ball. Remember also that the ball can't hurt you when you are teleporting through the teleporter. You should be able to collect the gems in this area fairly easily if you follow these two hints and keep your eye on the ball.

You've got more bouncing Springs to contend with in the next area of the maze. Remember here that you do not have to collect the gold. The gold is only there for extra points or for those of you who are aces of Jetpack! The hardest gem to get in this area is the one that lies at the bottom of the second Spring on the right at the very top middle of the level. It is fairly easy to get the gem by coming through the column to the right of the gem and Spring. You can quickly fly down to the left and grab the gem and fly up to the left grabbing the other gem. If you want to show off your control of the jetpack, try starting at the left of the gem and flying through the two Springs to the right. This is extremely difficult and is not recommended!

The next maze section is easy to go through once you know the secret. You can easily avoid the Spring by jumping down and into the indentation in the wall...you've done this many times before. However, the Missile below looks very menacing. The secret is that the Missile can not touch you

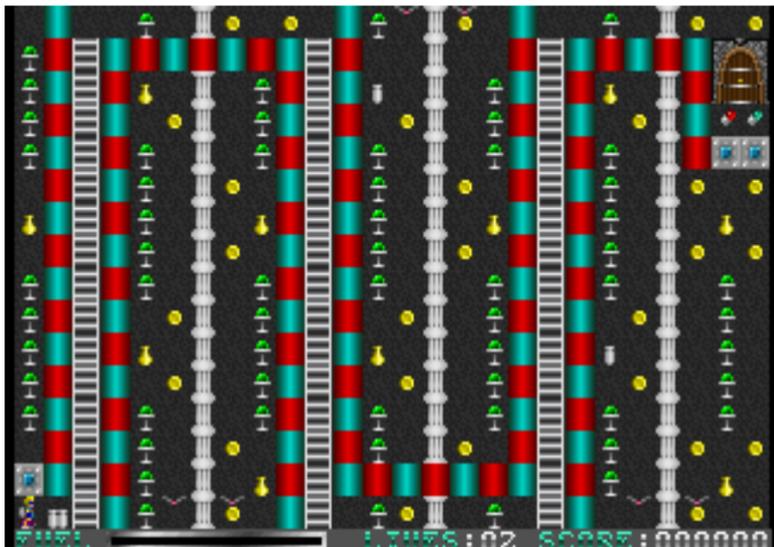
as long as you are on either the left or the middle section of the bridge. (Don't stand on the right side of the bridge or the Spring will kill you!)

Be careful of the bridge since its moving platform goes in two different directions. You can wait on the bridge for the right moment and then follow the Missile clockwise around the mini-maze, collecting all the gems and gold as you go. You can then fly up and phase through the steel barrier into the final section of the maze.

This last maze section is very easy. The hardest part is having patience while waiting for the Flitzer to move out of the way. The Flitzer may seem to fly around forever by the blue barrier. Bide your time and you can get in the blue barrier room to grab the gem and throw the green switch. You can then grab the final gem and whiz out the exit door.

Another easy maze out of the way! These levels seem to be getting easier, don't they? Maybe it is because you have had 97 levels to practice in and are fast becoming a master of the jetpack!

## 98: CANDY CANES



There's no immediate danger here, just weave your way to the exit between the candy canes. When you arrive, press any combination of buttons to open up the passages. If you press both buttons you will be able to fly more easily, but the Batbots will track you more easily, too. Try pressing both buttons, then pressing one to trap a Batbot or two. Fly out and collect the remaining gems, treasures, and fuel. When you've taken all you can hold, fly to the top right and out the door.

## 99: ???

**T**here are no hints for this level, because there is no way to die. However, we will give one word of advice: Committing suicide may look like a good idea, but don't try it! Your quest ends here... but watch for more Jetpack!