

# The Official



# Jetpack

# Manual

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## Welcome !

**Jetpack is a fast-paced game of brave exploration, grave danger and dazzling treasure!**

You are a daring adventurer in search of precious emerald gems! With your trusty jetpack strapped to your back, enter the dungeon and explore a hundred levels full of treasures and peril.

## Your Quest:

Pick up all of the gems in each level - without getting killed. When you have collected all the gems for any level, the portal to the next level will open, allowing for your safe passage. Along your journey, collect treasure to earn extra lives.

# Installing Jetpack

•  
Approximate time:  
5 minutes or less

1. Insert the Jetpack disk into the floppy disk drive.
2. At the **C:\>** prompt, type: **a:install**
3. You will be prompted with the question, “Do you want to continue installation [Y]?”.

To answer Yes, press the [**Y** **ENTER**] key.

4. The installation program will tell you the current drive and available disk space. You will then be asked, “Drive to install JETPACK on [C:]?”

To accept **C:** as the target drive, press the [**Y** **ENTER**] key.

or

To install Jetpack on a drive other than the **C:** drive, type a new drive letter and colon key (i.e., **D:**) , then press the [**Y** **ENTER**] key.

## Installation (continued)

5. The next question asks you which directory you wish to store Jetpack under. “Path to install JETPACK in [\JETPACK]?”

To accept this directory, press the [**↵**ENTER] key.

or

If you want to install Jetpack to a customized directory, type the name of your special directory and press the [**↵**ENTER] key.

6. Sit back and watch the Install program go to it!



## Starting Jetpack

1. At the **C:\>** prompt, type: *CD JETPACK* and press the [**↵**ENTER] key.
2. At the **C:\JETPACK>** prompt, type: *JETPACK* and press the [**↵**ENTER] key.

### NOTE:

If you installed JETPACK to a customized directory, in step #1, type the path and the name of your special directory instead of "JETPACK".

3. After a moment, Jetpack will be loaded onto your screen and you can choose from a menu of options.

To see a demonstration of Jetpack, press [**D**] for Demo.

## Starting Jetpack, (continued)

At the bottom of the screen there is a list of player options. Press **[F2]** for one player and **[F3]** for two players, etc.

4. Once you have selected the number of players for your game, you will see a screen verifying your choice and telling you that player #1 is up.

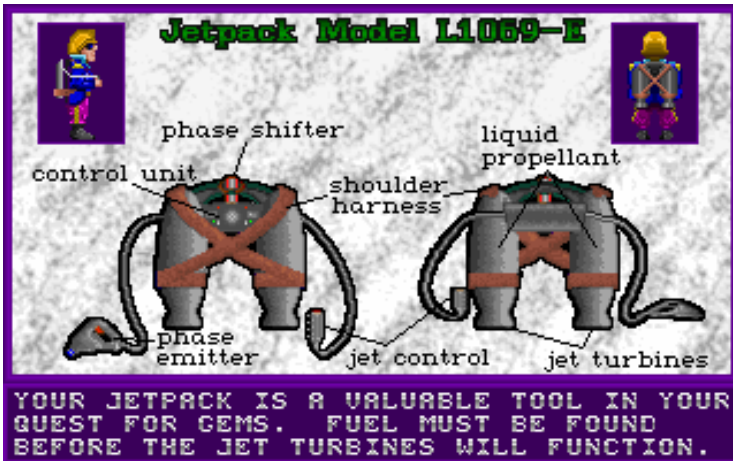
Press **any key** to start the action!

or

To quit out of Jetpack, press **[Q]** for Quit. You will be prompted by a message asking if you would like to save your game. **[Alt] + [S]** will save your game, otherwise, press the **[↵ENTER]** key.

# The Jetpack

The jetpack model L1069-E is specially designed for human flight with great power, but unfortunately it consumes a large quantity of fuel. You must find fuel for your jetpack before you can fly around the dungeons. Press down while flying to maintain constant altitude. Some levels contain no fuel, so you must rely on ladders and be careful not to encounter any monsters on the ground.



There is also a Phase Shifter built in to your jetpack which tunnels through bricks. Some bricks are denser than others and require more time to break through. Gray stone is solid and cannot be phased. There are also other items that can be affected by the Phase Shifter. You'll have to experiment to discover what they are.

## Features






<b>Feature</b>	<b>What It Does / What You Should Know</b>
<b>Teleporters</b>	<b>Invisibly transport you around the level in safety.</b> Activate Teleporters by pressing down while touching it.
<b>Buttons</b>	<b>Deactivate barriers of the same color.</b> Activate buttons by pressing down while touching them.
<b>Barriers</b>	<b>Block your progress.</b> Barriers are deactivated by pressing buttons of the same color.
<b>Monsters</b>	<b>Can kill you and can turn barriers on and off</b> by moving over like-colored floor switches.
<b>Moving platforms</b>	<b>Can help or hinder you.</b>
<b>Ladders</b>	<b>Can help or hinder you.</b> Moving ladders are tricky and take more skill to maneuver in.
<b>Icy bricks</b>	<b>Make it hard to walk</b> and slow your progress.
<b>Sludgy bricks</b>	<b>Make it hard to walk</b> and slow your progress.

## Features, (continued)





<b>Feature</b>	<b>What It Does / What You Should Know</b>
<b>Monster Stunners</b>	<b>Paralyze monsters momentarily and make them harmless during that time.</b> They appear randomly for a quick player to retrieve.
<b>Shields</b>	<b>Protect you from monsters, Spinning Spikes, and all other hazards.</b> They appear randomly for a quick player to retrieve.
<b>Fuel Tanks</b>	<b>Juice up your jetpack with power!</b> Pick up fuel tanks to recharge your jetpack. They appear randomly in single or double tanks.






## Features, (continued)

### Other features to note

<b>Looks Like</b>	<b>Name</b>
	<b>ENERGY CHARGER</b> - Generates fuel
	<b>ENERGY DRAIN</b> - Absorbs fuel - avoid!
	<b>STEEL BARRIER</b> - Phase these (regardless of color)
	<b>HIDDEN SPEAR</b> - Very dangerous - don't touch!
	<b>STATIONARY SPIKES</b> - Very dangerous - don't touch!

## Scoring

Special Items	Looks Like	Points
Single Tank of Fuel		10
Double Tank of Fuel		20
Monster Stunner		25
Shield		25

Treasures	Looks like	Points
Emerald Gem		5
Gold Coin		10
Pile o' Gold		25
Golden Vase		50
Extra Life		100

NOTE:

EXTRA LIVES are also awarded every 1,000 points.

# Main Menu



Key	What It Does
[S]	START the action!
[E]	ENTER the Level Editor.
[Q]	QUIT the game.
[I]	Graphical INFORMATION on the game.
[D]	Watch a DEMO of the game.
[H]	View the top 15 HIGH SCORES for both standard and homemade levels.
[B]	Info on the Software Creations BBS.
[F1]	Graphical INFORMATION on the game.
[F2]	Adjust the number of PLAYERS from 1 to 8.





Key	What It Does
[F3]	Change the starting LEVEL or select random levels.
[F4]	SELECT WHICH LEVELS TO PLAY: the standard levels, your own homemade levels or continue a saved game.
[F5]	ENABLE OR DISABLE JOYSTICKS. Normally 'AUTO' should work, or 'DISABLED' to just use the keyboard, but on some computers joysticks are detected incorrectly. If movement is erratic select 'FORCE ON' to use only port 1.

# While Playing

## Main Controls









<b>Joystick Button</b>	<b>Controls Your...</b>
[button A]	<b>Jetpack</b>
[button B]	<b>Phase Shifter</b>
<b>Keyboard Key</b>	<b>Controls Your...</b>
[ARROWS]	<b>Movement</b>
[ALT] or [0] (zero on keypad) or [INSERT]	<b>Jetpack</b> (thrust)
[CTRL] or [↵ENTER] or [DELETE]	<b>Phase Shifter</b>

## Other Special Keyboard Keys

Key	What It Does
[+]	Make your game Faster <i>(9 is the fastest).</i>
[-]	Make your game Slower <i>(0 is the slowest).</i>
[SPACE]	Toggle status bar.
[F1]	Quick help on controls.
[F10]	Pause/Boss key.
[ESC]	Kill this life.
[Q]	Quit the game.
[J]	Adjust the joysticks. (Press at any point in the game.)
[PAUSE]	Pause the game. (Press at any point in the game.)
[ALT]+[S]	Save the game. (Press when prompted before each level).

# THE MONSTERS

There are eight monsters that make the levels more challenging.

Looks Like	Name	Action
	Trackbot	Tracks you down
	Steel Ball	Rolls around crushing everything in its path
	Spring	Bounces up and down
	Missile	The fastest enemy, flies in a set pattern
	Spikes (spinning)	Bounces in a diagonal path of destruction
	Flitzer	Flitzes around randomly
	Batbot	Uses radar to hunt you down
	Homer	Travels through bricks straight toward you

## MORE JETPACK STUFF!

If you are a hard-core Jetpack fan, or just need some help with any (or all!) of the 100 Jetpack levels, ask **Impulse Games** about **THE OFFICIAL JETPACK HINT BOOK!** (See below for details!) It comes printed with pictures of all 100 levels, instructions through the best route, and a humorous solution for each level. It also reveals the ULTRA-SECRET cheat keys for Unlimited Lives, and 2000 Shield Invincibility! (These keys were used by the programmer for debugging and they remain hidden in the program!)

***How do I get my copy of  
THE OFFICIAL JETPACK HINT BOOK?***

It's easy! Just send \$9.95 + \$3.00 S&H to:

Impulse Games  
P.O. 31199  
Indianapolis, IN 46234

Orders: (800) 6-IMPULSE  
Fax: (317) 247-1009  
BBS: (508) 368-7139

## More Jetpack Stuff (continued)

We appreciate your support of all the time and effort that went in to making this game. At Impulse Games, we are constantly striving to make games that are creative and exciting, and most of all, fun! By registering this shareware game, you are promoting the creation of the highest quality shareware products, from a leader in software publishing. Look for more quality games from Adam Pedersen, and Impulse Games!

By the way, don't forget that secret cheat key that helps you through tricky levels. In any level, hold down the **[BACKSPACE]** key, and **[']** (apostrophe). This will skip to the next level. Use it wisely, because this magic combination can only be used twice in a game for each player!



# Jetpack Level Editor

Jetpack contains a full-featured level editor. This exciting feature allows you to create and share thousands of customized levels.

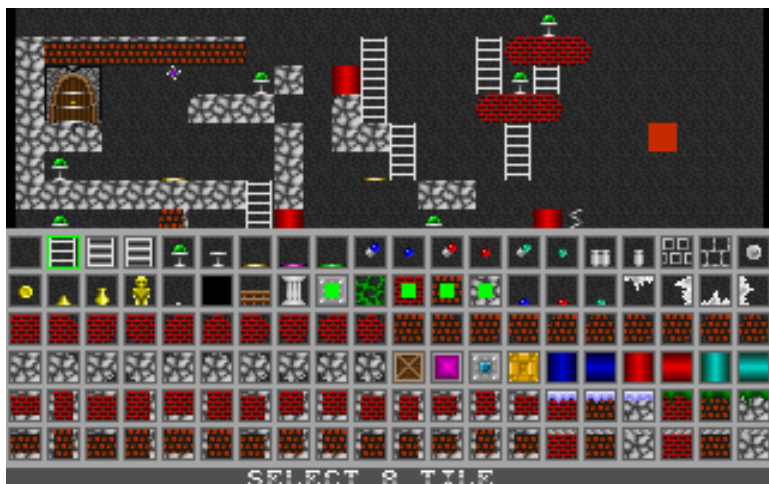
To play these levels in a full game from the Main Menu, just press the [F4] key and select '**customized**'.

## NOTE:

You can find lots of homemade levels to add to your collection on national Bulletin Board Systems, and the **Software Creations BBS**. You can test levels in the editor with the [F2] key.

# How Do I Use It?

1. Press the [**ENTER**] key to see a layout of all 120 tiles available for level construction.
2. Use the arrow keys to choose a tile.
3. Place the tile in the location you desire by pressing the [**SPACEBAR**].



**Use the joystick to select tiles if you prefer!**



## How Do I Use It ? (continued)

A quick way to choose a tile is to move the cursor on to one that is already on the level screen and press the **[INSERT]** key to pick it up.

A shortcut key for putting down background tiles (erasing) is the **[DELETE]** key.

### NOTE:

The **[DELETE]** key is also used to erase monsters and other objects.

## THE MONSTERS

There are eight types of monsters that you can use to make your levels more challenging. Place up to 20 monsters in each level, just by pressing numbers **[1]** to **[8]** for the monster type. See *Editor Controls* (in the next section) for which monster corresponds to each number.

# Editor Controls

Joysticks		Action
[button A]	Draw	
[button B]	Select Tiles	

Keyboard		Action
[ARROWS]	Movement	
[ALT] or [SPACE]	Draw	
[CTRL] or [⇧ENTER]	Select Tiles	

## Example of a Level



## Editor Controls (continued)

<b>Other Keyboard Controls</b>	<b>Action</b>
[F1]	Get Help Information
[F2]	Play test this level
[TAB] [↵]ENTER ] [L] [S] [D]	FILE OPTIONS View level Load level Save level Delete level
[Q]	Quit the editor
[DELETE]	Erase tile
[INSERT]	Pick up tile
[R]	Scatter random tiles
[C]	Clear level
[B] [P] [F]	Block on/off Paste Fill
[S]	Set starting position
[D]	Set door
[1] to [8] [1] [2] [3] [4] [5] [6] [7] [8]	PLACE ENEMIES Bad Guy Steel Ball Spring Missile Spikes Flitzer Bat Homer

## Editor Hints

### Having Trouble Getting Started?

If you're having trouble getting started on a level, press **[R]** to randomly scatter your selected tile. This will give you a foundation around which to create a level.

### The Block Function (Cut & Paste)

The Block function can help you in level construction. “Block” works like the Block option in most word processors. To use:

1. Mark the starting point of your block by placing the cursor where you want the starting point to be, and press **[B]** .
2. Mark the endpoint of the block by moving the cursor to where you want the endpoint to be, and press **[B]** again.

The rectangular area you have just selected is now saved in memory.

## The Block Function (continued)

3. Place your cursor on the level screen where you want the top-left corner of the block to reside.
4. Press **[P]** to paste it.

To fill the entire blocked area with your pre-selected tile, press **[F]**.

Press **[C]** to clear the entire level.

## Testing & Saving Your Level

Before testing your level, you must set the starting location with **[S]** and the location of the door with **[D]**. Test your level by pressing the **[F2]** key.

For the File Options menu, press the **[TAB]** key. From here you can choose to **[S]**ave your level, **[L]**oad a level, **[D]**elete a level from disk, or view a level with the **[↵ENTER]** key. Press the **[ESC]** key to return to the editor.

If you need help recalling these commands, press the **[F1]** key for help.

# TROUBLESHOOTING

## **PROBLEM:**

Not Enough Memory

## **SOLUTION:**

Try removing TSR's (such as mouse drivers) from your CONFIG.SYS and AUTOEXEC.BAT files. If you have DOS version 5 or above, include the line:

**DOS=high**

in your CONFIG.SYS file after "HIMEM.SYS" or another memory manager has been loaded. As a last resort, try disabling Sound Blaster support so the digitized samples will not be loaded (see command-line sound overrides).

## **PROBLEM:**

Movement is erratic, or there is no movement

## **SOLUTION:**

Press [J] to adjust your joystick(s). Most systems should work with joysticks set to 'AUTO' in the main menu. If movement is still erratic, try either setting joysticks to 'FORCE ON' which will scan only port 1, or disabling joysticks.

## Troubleshooting, (continued)

### PROBLEM:

Sound isn't working correctly, or the game locks up.

### SOLUTION:

Use the command-line sound card override. Load Jetpack with one of the following command-line options:

Jetpack /S0.....	No Sound
Jetpack /S1.....	PC Speaker
Jetpack /S2.....	Adlib (or compatible)
Jetpack /S3.....	Sound Blaster (or compatible)

## **SOUND BLASTER HELP:**

If your Sound Blaster or compatible card is not working in Jetpack, try setting the environmental variable **BLASTER** by typing:

**SET BLASTER=Axxx Ix Dx**

Axxx represents the address of the Sound Blaster/SB Pro. For the SB, it's either A210, A220, A230, A240, A250 or A260. For the SB Pro, it's either A220 or A240. The default is A220.

Ix represents the IRQ number used by the SB/SB Pro. For the SB, it's either I2, I5, or I7. The default is I7.

Dx represents the DMA channel used by the SB/SB Pro. Acceptable values are D0, D1, or D3. The default is D1.

If the game continually locks up and you have a Sound Blaster, as a last resort try disabling the digitized Sound Blaster samples by using the Adlib command-line override (Jetpack /S2).

### **Last Resort:**

If you can't solve the problems you are having, try erasing the file "JETPACK.CFG". Jetpack will create a new configuration file based on your system.