

For the 48K RAM Sinclair ZX Spectrum

I can't help her...She's breaking up...She's breaking  
up!!...CRACKLE...

After JETMAN's poorly assembled multi-stage rocket  
started to disintegrate in warp space, he manages to crash  
land on a strange undiscovered world, inhabited by  
hundreds of restless aliens intent on the total destruction  
of the planet Earth.

Desperate to regain the lost minerals, the aliens initialise their  
ancient attack mechanisms. All around, huge missile installa-  
tions erupt from deep within the bounds of the planet, sur-  
rounded by their own strategic defence stations. Their huge  
linoleum shelled missiles glisten in the distant sunlight as the  
multitronic warheads auto-arm and poise for attack.

With no hope of help from the nearby and unaware Earth,  
JETMAN has to destroy all of the installations single-handed  
before the imminent destruction of his home planet. Using only  
his Hyperglide Moon Rover to carry the strange equipment and  
supply Bridging units, with any other equipment he can find to  
complete his mission.

Pity he can't find the operation manuals!

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For the 48K

ZX Spectrum

## LUNAR JETMAN LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning.
3. Type either LOAD "JETMAN" or LOAD "" and then press the ENTER key.
4. Press PLAY on the cassette recorder.
5. LUNAR JETMAN will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.

NOTE: Full loading instructions can be found in your Spectrum manual.

## 6. PLAY THE GAME

For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC socket on your recorder. Disconnect the EAR lead, remove the cassette tape from the recorder and press the PLAY button, the sound may be amplified through the loudspeaker of the recorder.

## GUARANTEE

All ULTIMATE PLAY THE GAME software products have a 5 year unconditional guarantee. If this tape ever fails to load it will be replaced totally free of charge. If returned with details, directly to ULTIMATE PLAY THE GAME at the address shown overleaf. If the tape shows any form of physical damage, please include  $\frac{1}{2}$  £1.50 to cover replacement costs. This guarantee does not affect and is in addition to your statutory consumer rights.

## CONTROLLING YOUR JETMAN

Your JETMAN is fully controllable using either the keyboard or joystick and keyboard combined.

### KEYBOARD CONTROLS

LEFT JETMAN will fly, walk or drive left using the keys X,N.

RIGHT JETMAN will fly, walk or drive right using the keys C,M.

FIRE Any key on the second row may be used to fire Quad

Photon Laser Phaser, rapid fire can be obtained by continuous hold of the fire key, e.g. A,S,D,F, etc.

THRUST Any key on the third row can be used to thrust

JETMAN's Hydrovac JETPAC, e.g. Q,W,E,R, etc.

PAUSE The whole game can be paused using the 0 key.

PICK UP/DROP JETMAN can pick up or drop a piece of equipment using either the Z or SYMBOL SHIFT keys.

ENTER/EXIT JETMAN can enter or exit a piece of equipment, i.e. the Hyperglide Moon Rover using the CAPS SHIFT or BREAK keys.

HOVER Any key on the numbers row, from 1 to 9 can be used to hover JETMAN whilst in flight without the need for thrust, e.g. 1,2,3,4, etc.

## JOYSTICK CONTROLS

JETMAN can be controlled using either the Kempston or Cursor controlled joysticks by replacing the Left, Right, Thrust, Hover and Fire commands.

## SCORE LINE

The Score Line displays:

One and two player scores

One and two player lives left

Highest score obtained.

Various game options are available including:

Joystick & keyboard combined/keyboard select and 1 or 2

player options, upon the start of game.

All software, graphics, and audio-visual by ULTIMATE PLAY THE GAME

Trade Name of Ashby Computers & Graphics Ltd. Made in England.

No. 481005

## FEATURES

Scrolling lunar landscape.

Hyperglide Moon Rover.

Missile Launchers,

Working Armourment

Fully Operational Teleport

System.

Quad Photon Laser

Phaser.

Pick/Drop Control.

Photon Torpedoes.

Enter/Exit Controls.

Robber Aliens.

Bridging Platforms.

Detachable Weapon

Systems.

Hover Button.

JETMAN.

Fly Left/Right.

Thrust Control.

Fantastic Sound Effects.

On Screen Scoring.

1 & 2 player scores.

High Score Display.

Lives Left Display.

Massive every-hit

explosions.

Made in England

[Text re-typed in 2010 AD by Alessandro Grussu from a scan of the inlay card.]