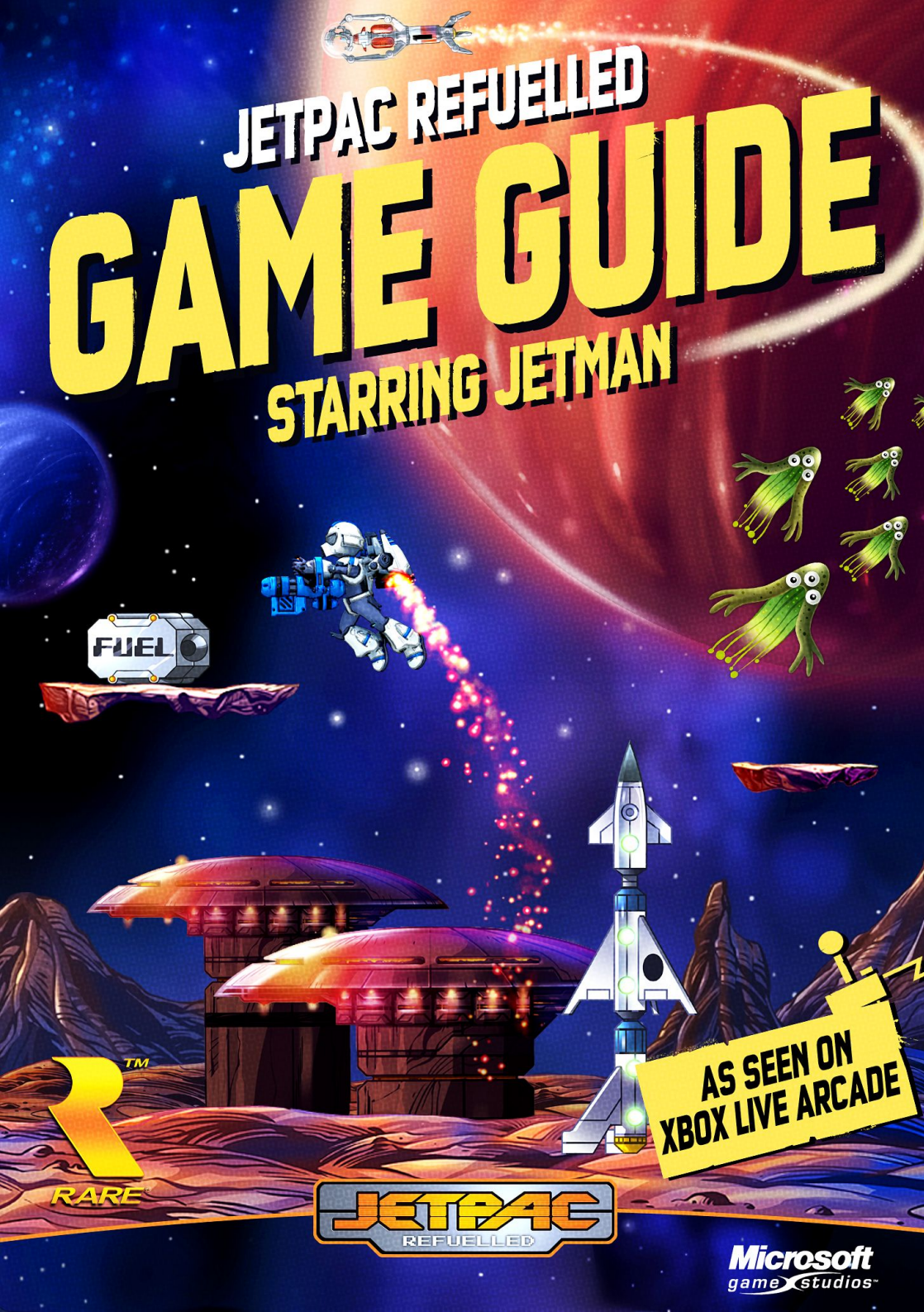


JETPAC REFUELLED

GAME GUIDE

STARRING JETMAN



AS SEEN ON
XBOX LIVE ARCADE



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INTRODUCTION

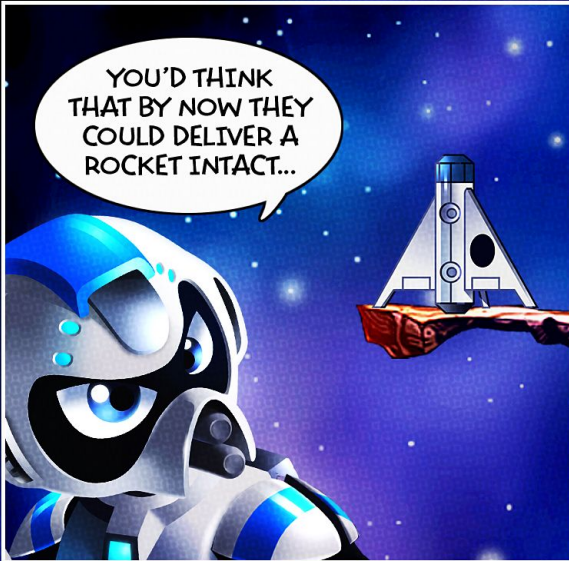


> LOAD ""

Program: Jetpac Refueled

> What is Jetpac Refueled?

#AI function engaged#
First Xbox Live Arcade title from Rare Ltd. Major visual, aural and content upgrades applied to 8-bit program Jetpac from Terran year 1983. Press archive: "Over 100 stages of laser-spitting arcade euphoria complete with Achievements, Leaderboards and simultaneous multiplayer action."



> What's the story behind it all?

ACME test pilot Jetman tasked with intergalactic delivery of rocket kits for surface assembly. Parallel goal: to acquire planetary riches for personal gain. Aims must be achieved simultaneously despite poor human multitasking faculties.

INTRODUCTION CONT...

› Where is it available?

Item non-physical. To acquire, take Xbox 360 console online with either Silver or Gold Xbox Live membership. Enter Xbox Live Arcade and locate Jetpac Refuelled. Apply 400 Microsoft Points to download full package. Free Trial version available for humans lacking funds equivalent to less than total cost of two alcoholic beverages dependent on geographical locality.

OPTIONS



› Can I change the control setup?

Three preset control schemes [Jetman, Jetpac, Phaser] found in Help and Options menu under Controls. Left Stick/Right Stick movement control manually selectable within each scheme.

› What other settings can be tweaked?

In-game screen width adjustable in Help and Options menu under Settings. Manual zooming to preferred level improves visibility and eliminates excuses for dying on level 1 like inept, squinting chimp. To see screen changes take effect immediately, adjust during game via pause menu.

› Are any extra downloads available?

Jetpac Refuelled dashboard theme and gamer pictures both earned in single player mode at specific level of progress. Link to downloads added to Help and Options menu when unlocked.

SINGLE PLAYER



I'LL BE GOING NOWHERE WITHOUT THIS BEAUTY!

› How do I progress from one area to the next?

Should rocket first require construction, attach both loose sections to base. Not rocket science in strictest sense. Rockets cannot launch until stocked with six fuel cells. Observe on-board indicator lights and enter when fully refuelled.

› What's all this other collectable stuff?

Laser upgrades and EMP bombs serve to improve arsenal. Personal EMP limit of five. Local treasures such as Isotope and Gold Idol increase numerical representation of wealth.



I SAY, WHO'S THIS BLIGHTER LIBERATING OUR HEIRLOOMS?



› What are the immediate hazards to my health?

Probability of native life-forms reacting poorly to intrusion and theft: 100%. Apply aggressive self-defence via Quad Photon Laser Phasers. Portable air supply also limited, therefore oxygen bar status disregarded at own risk.

SINGLE PLAYER CONT...

› If I fail, do I have to start again from scratch?

Progress through Jetpac Refuelled can be resumed from last rocket assembly stage. Use 'Refuelled From' option on single player menu. Inclusion of this feature falls under category 'Kids These Days Do Not Know The Meaning Of Hardcore'.

TACTICS



› Any particular tips for dealing with hostiles?

All types behave differently. May require multiple hits or blend into surroundings. Observe and learn. Enthusiastic fire generally encouraged, though occasional enemy behaviour and respawn tactics may reward non-violence.



› How do the laser upgrades work?

Three configurations at four possible power levels. Collect one upgrade to gain fixed two-way laser. One more for three-way laser with manual directional adjustment. Third upgrade boosts original single laser to next power level.

› Do upgrades carry over between lives or areas?

Personal destruction entails loss of upgrades. Launch rocket while still in possession of laser upgrades, and weapon power level - but not firing configuration - can be maintained. Example: two-way laser at power level 3 achieved, area exited. Upon landing, weapon reverts to single laser but remains at power level 3.



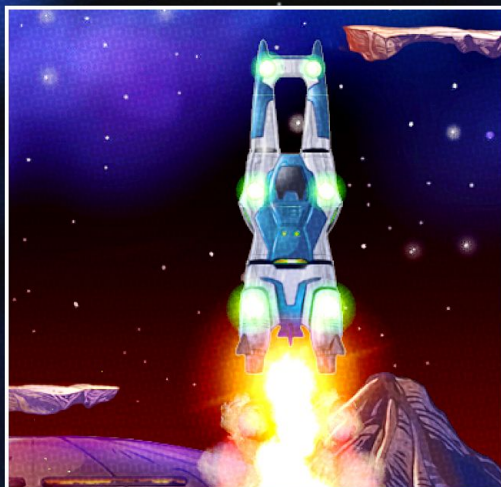
TACTICS CONT...

› What are the best ways to increase my score?

Utilise multipliers. Focus on item collection to increase value of each consecutive item. Overall enemy point value rises in stages with passing of time. Both multipliers reset to default when life is ended or rocket launched to next area. Individual item value 'maxes out' at 3000, enemy value at 500.

#Human phraseology detected#

#Reminder: scrub databanks with virtual wire brush#



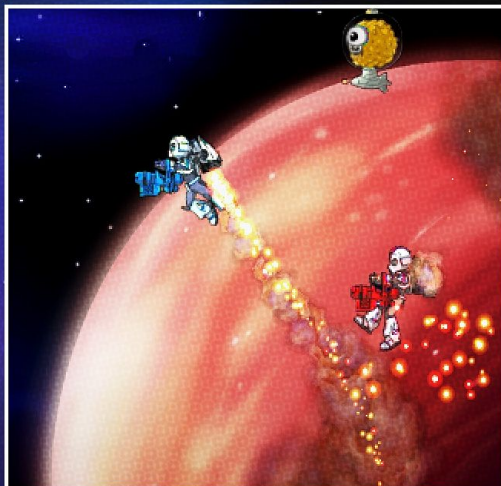
› Should I delay leaving and concentrate on score until the oxygen bar runs low?

Dependent on situation. Evacuate area promptly to minimise danger and maximise time bonus. Remain engaged with enemy for higher scoring potential but greater risk of collision with hostiles and/or unintentional oxygen starvation.

MULTIPLAYER

› How does the multiplayer mode work?

Two players compete on one screen to build, fuel and launch rocket first. Life count unlimited, emphasis on progress and scoring. Match ends when previously set time limit expires; winner decided in basic capitalist total score fashion.



MULTIPLAYER CONT...



› How do we tell which player is which?

Players colour-coded in pre-match Lobby and numbered according to controller at start of match. Personal colour extends to rocket base during play. Loose rocket sections remain neutral in colour until claimed by attaching to rocket base.

› Can we use our weapons on each other?

Opponent's grip on fuel cells or rocket parts can be loosened with impertinent laser fire, creating avenues for item theft. Close-range EMP attacks also work.

› What types of multiplayer match are available?

Games can be played on single Xbox 360 console with actual physical friend present, or online over Xbox Live.

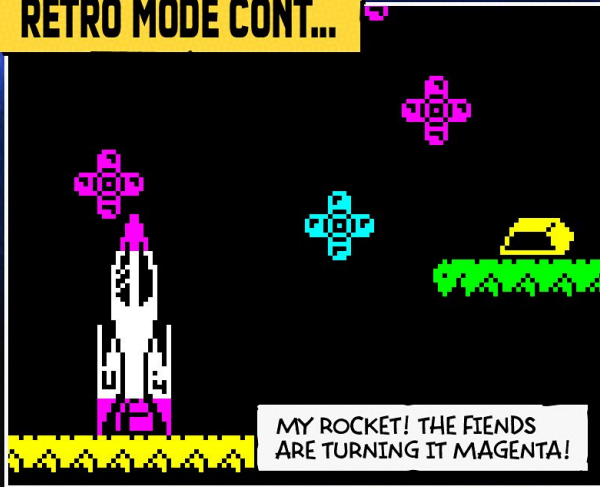
› How do I host a multiplayer match?

Use Create Match to set up Local multiplayer game or host online match over Xbox Live. Host first decides whether to run Ranked or Player [Unranked] match; Local matches always Unranked. Number of open Public Slots must be set to 1 if online play desired. Game duration also adjustable.

› What if I just want to find an online game about to start?

Select Ranked or Player [Unranked] match. Quick Match shows unfiltered list of games open to join. If short on time or anally retentive, use Custom Match to filter by duration.

RETRO MODE CONT...



> Does it play the same as Refuelled?

Fundamental design similarities. Rockets must be constructed and stocked with six fuel cells while under constant pressure from hostiles equipped with authentic colour clash.

> What are the main Retro mode differences?

Key non-visual changes include smaller number of levels before game loops; single fixed weapon with no upgrades or EMPs [EMP button engages Retro-only hover function]; total focus on single player mode; absence of intricacies such as scoring multipliers. Still considered cutting-edge in its day. Retrospectively most amusing. Ha. Ha. Ha.



> Which collectable items are available?

All Retro Mode item drops serve no other function beyond boosting singularly human concept of 'score'.

> QUIT

#Program terminating: thank you for your co-operation#