

ZX SPECTRUM 128K GAME

JET SBOT

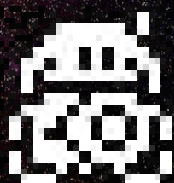


SUMMARY
INSTRUCTIONS

GOOD
LUCK!!

JETSBOT

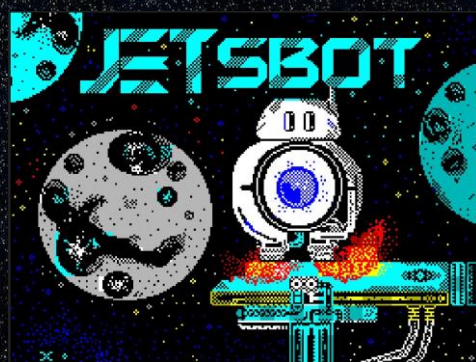
ZX
SPECTRUM



NOTA DEL AUTOR

When I started with JET SBOT, I never thought I would reach this level, far from it, at this moment I can say that it has become an addictive game, every time you play you end up getting more and more excited, and you return to having that feeling that you had in some recreational areas.

The game has been developed with a lot of love, with great Testers, like Mananuk and Xeif, truly spectacular, with the contribution of ingenious ideas and with what I always like to hear "and if we put this... and we change this..."



GOOD
LUCK!!

JETSBOT



THE JETSBOT HISTORY

When everything seemed calm in outer space, SBOT was notified that the Earth was once again in danger, at that precise moment, the scientists of the so-called Blue Planet dedicated themselves to adding the latest technology to our already known SBOT, with new thrusters. with atomic propulsion, as well as a new, more powerful laser, with a superior protection system.

We will only have one chance, but it will not end there, you will be able to withstand everything that the future has in store for us, only you will know by helping JET SBOT the evolution of SBOT.



GOOD
LUCK!!

JETSBOT



AGREEMENTS

My great gratitude that I always indicate is for Javi Ortiz, a great person no matter how you look at it, I will never be able to thank him for everything he is doing for the community, so the game has a few words for him, which you will only see reaching that point. "end" that is not an end.

I have to express my great gratitude to Mananuk, I met him when I started with SBOT, and the truth is that he is unique, it is a book of wisdom.

And without forgetting about A great passion and enthusiasm surrounds him. Xief will soon release his game for GB and no, we may miss it, highly recommended and no, we may miss it.

My great gratitude to all of them.
Thank you!



GOOD
LUCK!!

JETSBOT

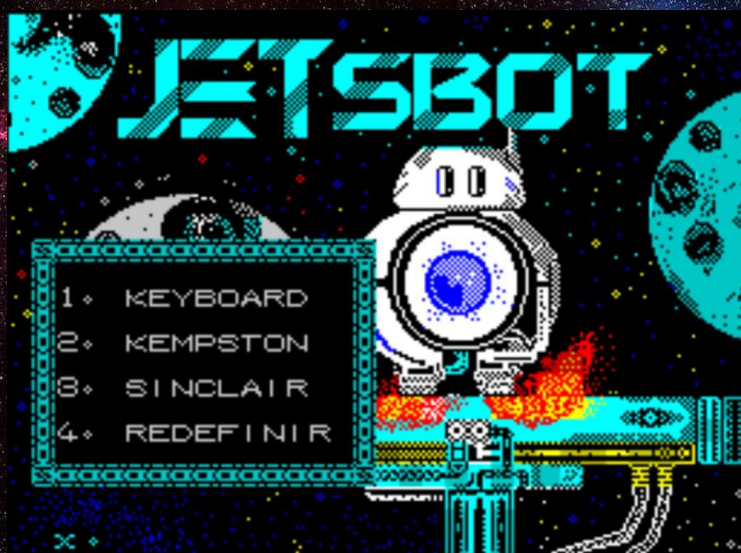


ABOUT JETSBOT

JETSBOT is a game based on the cool ULTIMATE game, if you remember this was already mentioned in the SBOT presentation as a "spear" by Javi Ortiz "since you have this, you could make a kind of JetPack" and what was promised is a debt, all this in Javi Ortiz's live show that we did in the month of April.

GAME FUNCTIONALITIES

JETSBOT is a rotating game, being an arcade that includes certain features of going forward and backward to collect everything we need to be able to advance.



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JETSBOT



GAME FUNCTIONALITIES

JETSBOT consists of 24 game screens separated into blocks of 2, called phases, each game phase consists of 2 game screens with enemies and elements that we will have to constantly avoid.

We will have to collect 20 charges/loads, and 6 GAS tanks distributed between the two screens of each phase.

Throughout the new SBOT Adventure we will only have 6 lives to be able to successfully reach the 22 screens of the game.

JETSBOT also has 4 new enemies designed explicitly for the game, with the help of Mananuk and Xeif.

But it doesn't all end there, JETSBOT has a series of features that will be basic throughout the game.



GOOD
LUCK!!

JETSBOT



GAME FUNCTIONALITIES

As we have previously mentioned, JETSBOT is a rotating game, what does that mean? Because you will surely be wondering since it was mentioned at the beginning of this manual.

A rotating game is based on the fact that it does not really have an end, when you finish the cycle of the screens assigned to it you start again from the beginning, and as long as you have lives to play, you can continue accumulating points, something that in many cases you can reach to “sting yourself” and a lot to beat your own record or that of others.

When you reach the end of the cycle and start a new cycle you will be given an extra life, that is, upon completion you will have 1 more extra life and you will continue playing, but you will be limited to 9 lives.



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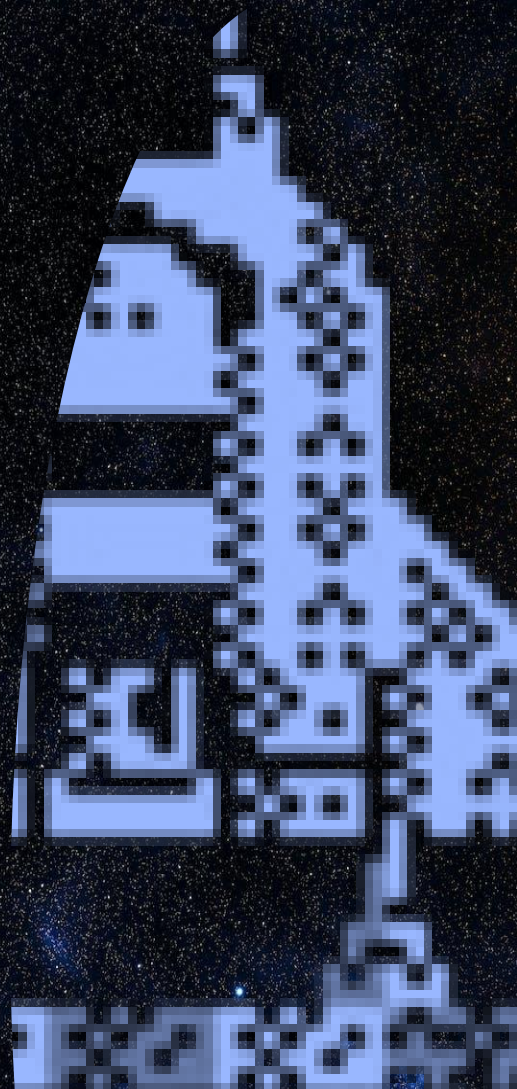
JETSBOT



GAME FUNCTIONALITIES

As indicated, the game does not have an end, when you run out of lives, a screen will be shown with your Score as well as if you have completed a complete cycle.

JETSBOT is full of details.



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JETSBOT



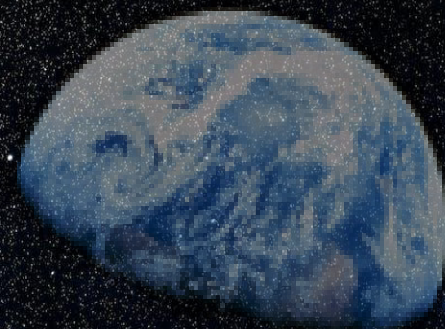
GAME FUNCTIONALITIES

ABOUT JETSBOT FIRE

On this occasion JETSBOT will no longer be a "shoot at everything that moves" the shooting system has been limited, being able to shoot only once, and you can repeat the shot when it reaches and hits a wall or an enemy.

You must remember the following regarding the shooting system:

- You can only shoot once at a time.
- The shot destroys the GAS tanks.
- The shot eliminates any type of enemy.



GOOD LUCK!! JETSBOT



GAME MECHANICS

Among the different features of the game, a new Marker System has been created exclusively for this game, where you will have to be attentive at the same time, to know at all times where you can and cannot go and what you are missing at all times, so you will be informed of everything you are doing in the game.

The new JETSBOT scoreboard shows the following format:



On the scoreboard we will have several indicators that are clear and others that are equivalent to each of the main aspects of the core of the game.

That is why it is vital to understand it and know its operation, so that you can have the most fun with JETSBOT, and enjoy like never before, experiencing several interesting novelties in terms of its gameplay.

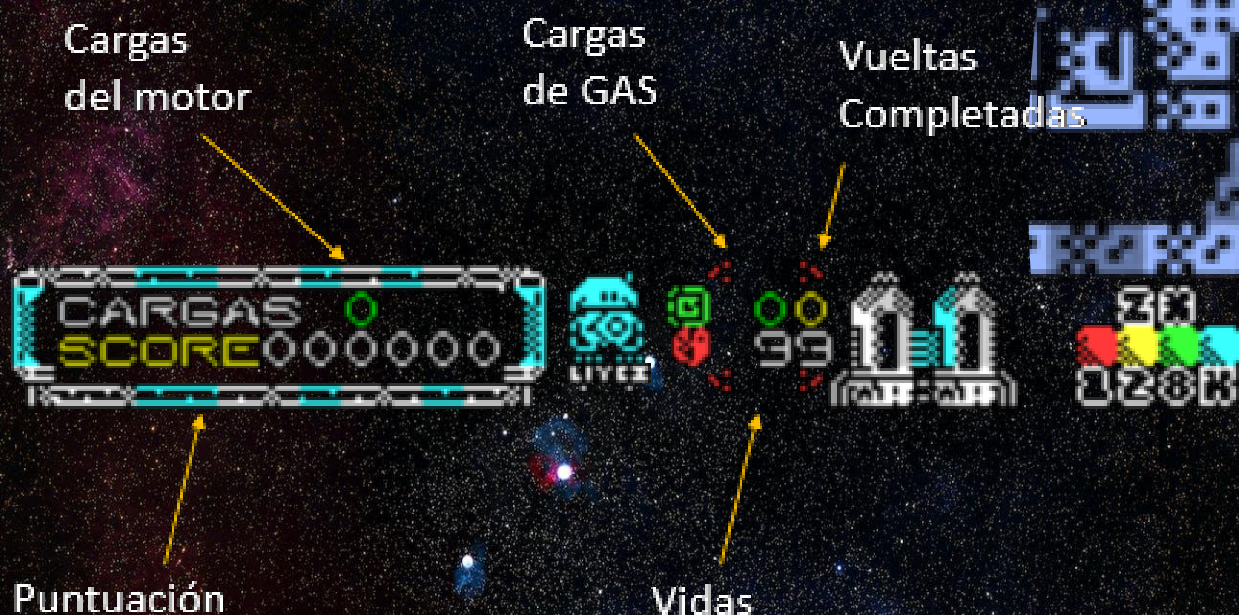
GOOD
LUCK!!

JETSBOT

20
1200

GAME MECHANICS

In the marker options we can see several sections:



LOADS: Charges are one of the most important elements, you need to be able to collect 20 charges from the engine, at that moment the marker will stop, and a message will appear indicating that you already have all the charges. The charges are very important, since they are part of the mechanics of the game and without them you will not be able to advance in the game, so do not miss any, you can take CHARGES from both screen 1 and screen 2 corresponding to each phase in the game.

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JETSBOT



GAME MECHANICS



And now you will ask me why you haven't put a Phase Indicator, sincerely why is it not necessary to waste resources in the game when they can be used for more interesting mechanics, it is one of those things that I have not seen a really important use for implementing. in the game.

When we have all the charges in the Score menu, you will see that the thrusters are charged with energy, this way we will know that we can start collecting the GAS charges.



GAS LOADS

Let's continue with the game mechanics, as we have mentioned before CHARGES are important, of course! Without them you will not be able to collect GAS charges, that is, until you have 20 Charges you will not be able to start collecting GAS, but with two really important peculiarities, which are the ones that define the game mode:

You will not be able to collect the GAS from screen 2 without first having collected the GAS load from the first screen. By this I mean that the GAS loads from the Second screen will be completely deactivated until you have the load from screen 1 taken.

GOOD
LUCK!!

JETSBOT

30
120K

GAME MECHANICS

ENGINE LOADS

Some things have been mentioned before about the collection of engine charges, but we must take into account some aspects that can cause you to lose some life, and therefore make it difficult for you to be able to collect both the charges themselves and the GAS.

There is a charge of a classic color, which as a rule the same color is indicative of "alert" so you will have to be careful, because if you touch one of those charges, you will lose a life, and that is important since you are going to need it to be able to complete a full cycle in the game.

Nerves of steel and not rushing will help you advance phase by phase in the game, so don't run, but be attentive, because you may have to run a lot!



GOOD LUCK!! JETSBOT

20
1200

GAME MECHANICS

Accessing the different screens of each PHASE, you will be able to see that by collecting all the GAS charges you will never have them instantly, so you will have to enter and exit the different screens of each PHASE to be able to obtain them and be able to pass the level. Entertaining... you'll see how you get stung and you'll get nervous like when they killed you in the coconut eater.

Since I like to make you all suffer, the level of JETSBOT is High, it is not easy and it is much more complicated than SBOT, by this I mean that there are variants in the enemies that I explain below.

ENEMIES



Until now we have not talked about the enemies, those additional elements that make it difficult for us to be able to play in a "I walk through the field and look at the flowers while I walk" plan, meaning that you will not be able to play in this type of situation at any time.

Continuing with the theme of enemies, those that complicate our lives while we play, well, I have selected three enemies, the same ones we had in the first part of SBOT.

GOOD
LUCK!!

JETSBOT

30
120K

GAME MECHANICS

ENEMIES

The enemy that follows us everywhere, and that shoots at us, we will have to be especially careful and know how to shoot in time, it will do you no good to shoot like a madman, this is not and will never be a Shooter.

The rest of the enemies have an additional characteristic, which you should take into account and anticipate, since when they go up they go at a normal pace, we would say, but when they go down on one of the diagonals (you will see it when you play) they go much faster, so how would we say "BEWARE! To the PARROT!!" If they touch you you will lose a life and you will have the message that you already know of "YOU ARE DEAD" from SBOT, so LUCK!!



GOOD
LUCK!!

JETSBOT



USED TOOLS AND AGREEMENTS



ORIGINAL IDEA

Javier Ortiz, in a Live at the presentation of SBOT, Thank you very much!!

CODE, GRAPHICS and FINAL IDEA

Javier Sánchez <Xavisan>

MUSIC

Andy Fer <adapted by Xavisan>

TESTERS

Mananuk and Xeif



GOOD
LUCK!!

JETSBOT



TOOLS USED AND AGREEMENTS

TOOLS USED

MPAGD 7.10 - Jonathan Cauldwell.

MPAGD Sound Mod by Ramon Fernández

MULTIPAINT – Tero Keikkinen

VORTEX TRACKER – S.V. Bulba



ROUTINES IN ASSEMBLER

- Routine in double screen Assembler by: Ramón Fernández.
- Fade Assembler routine by: Juan Antonio Rubio, modified for MPAGD by Xavisan
- Several additional routines created expressly for the game in Assembler by Xavisan
- MPAGD Engine Modification by Xavisan



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SPECIAL THANKS



Javier Ortiz, for presenting it on his channel: El SPECTRUMERO Javi Ortiz - YouTube and for his great educational work on Homebrew and everything related to this 8-bit world, among others. Don't forget to subscribe to their channel, you will enjoy remembering those times like never before, and seeing really very interesting news, with very diverse content, I recommend it and I hope to see you in one of their live shows.

Ramón Fernández, to whom I am very grateful for everything he is doing for the MPAGD community, truly spectacular. Thank you very much! Your creations have allowed developers to perform true wonders that could previously have been unthinkable with this engine. Literally Brilliant!!

GOOD
LUCK!!

JETSBOT



SPECIAL THANKS



Juan Antonio Rubio, for his informative work regarding our beloved ZX Spectrum, which we cannot forget, to whom I am very grateful for once again causing me that bug that I had almost forgotten in ASM of the Z80, thank you very much! And above all, thank you very much for that Fade routine!

You cannot miss its wonderful website, where you will learn a lot and with extensive information and documentation of great interest, which I recommend: Espamática - 8-bit programming and something else.

[Espamática - Programación en 8 bits y algo más.
\(espamatica.com\)](http://espamatica.com)

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JETSBOT



SPECIAL THANKS



And above all, you cannot forget that magnificent book he has written, to learn "Assembler for ZX Spectrum, Shall We Make a Game?" a magnificent and excellent book made with a lot of love and enthusiasm that cannot be missing from your library, full of examples and details, I am providing you with the URL so that you can purchase it (you will like it):

<https://www.amazon.es/Ensamblador-para-ZX-Spectrum-%C2%BFHacemos/dp/B0C8RBK7QF>



GOOD
LUCK!!

JETSBOT



SPECIAL AGREEMENTS



And of course! We must not forget those stars who have been helping throughout the entire JETSBOT TEST process, they are literally incredible, I don't have enough words of gratitude, with messages exchanged even at 4 in the morning... I also recommend the JETSBOT TESTERS repositories, you can't miss them, spectacular games that you should play:

- Download Mananuk games from:
<https://mananuk.itch.io/>
- Download Xeif games from:
<https://xeif.itch.io/>



Xeif

And above all, indicate that this game is dedicated to my son Oriol.

Thank you very much for downloading it, and I hope you enjoy it as much as I did developing it.



THANK YOU FOR PLAYING