JETS'N'GUNS

Contents

Setup and Installation

System Requirements

Linux Kernel 2.2.x or later
Glibc 2.1.x or later
XFree86 version 3.3.5 or later
1.8 GHz or better x86 processor
128 MB RAM
3D Graphics card with at least 128MB of memory
OSS or ALSA compatible sound card
4x CDRom
100 MB Hard disc space

Installation

Insert the CD.

* Some Linux versions at this point will ask you if you wish to run the active content on the disc. You should answer yes.
* Some Linux versions will load the disc, and show you either a web page with instructions, or a window with the disc's files in it. Use this to start the *setup.sh* program.
* Some Linux versions will want you to do it all yourself. At this point type the following commands into a terminal window.

```
mount /media/Jets_Linux
sh /media/Jets_Linux/setup.sh
```

Sometimes the CD-Rom is not located in /media/Jets_Linux, you should consult your Linux documentation if it is not.

If you have not previously installed the LGP update tool, this will be installed before the initial game installation. This will automate the process of finding and applying patches. You may wish to run it occasionally to check for updates to Jets'n'Guns.

Uninstalling

To uninstall Jets'n'Guns, simply select the LGP Uninstall tool from your Program Menu, or type

```
lgp_uninstall
```

from the command line.

Running the Game

Running Jets'n'Guns

Once you have installed Jets'n'Guns, you may play it by selecting your Program Menu button on your toolbar, and choosing Jets'n'Guns from the Games menu.

To start the game from the command line, simply type
    `jets`
from the command line.

Startup Hints

If you would prefer to play Jets'n'Guns in a window instead of full-screen, simply use -w on the command line. For example: **`jets -w`** . If you wish to switch between windowed and fullscreen during the game, use **Alt-Enter**.
When windowed, **Ctrl-G** will keep your pointer within the window so you can play Jets'n'Guns more easily. To release your pointer press **Ctrl-G** again.

Copy Protection

Jets'n'Guns is protected by a sophisticated protection system to prevent unauthorised distribution of the game. Our system relies on a key, located on the back of the manual. When you start the game for the first time, you will be asked for that key. You will also be asked for a password. If you install Jets'n'Guns onto any other machines, you must use the same password. This ensures that it is only you that may install the game. Finally you may (optionally) enter an email address. This is not required for play, but if you choose not to, and you lose your password or key, it will be completely impossible to reactivate your game. Your email address will only ever be used for the purpose of key or password recovery.
Be careful with your password. If someone else knows your password, they can change it and will be able to lock you out of the game! You will then be unable to play the game unless you purchase a new key!

Helpful Internet Resources

The Jets'n'Guns online highscore table is provided by PenguinPlay, and can be found on their website at http://www.penguinplay.com . This is also the place where you may join in the official Jets'n'Guns Linux forums.

Technical Support

Please be sure to read the README document on the game CD, and review the Frequently Asked Questions on our support webpage: **support.linuxgamepublishing.com**. Here you can also check for any updates to ensure you have the latest version of the software.

You may also launch lgp_update as the user who installed the game to check for product updates, while connected to the Internet.

If you are still having problems, please contact our technical support team. Full information about how to do this is found on the above website.

By email, please contact **support@linuxgamepublishing.com** and we will do all we can to resolve your Jets'n'Guns problem. In your email, please include the following information:

Complete product title and version number (found by typing **jets -v**)

Exact error message (if any)
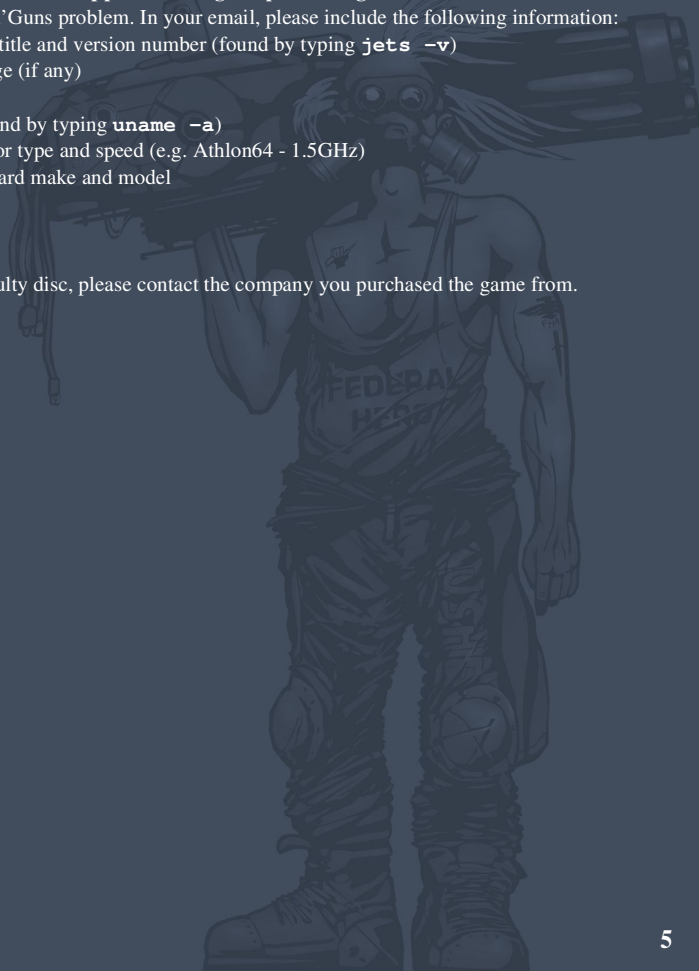
Linux distribution

Linux version (found by typing **uname -a**)

Computer processor type and speed (e.g. Athlon64 - 1.5GHz)

Video and sound card make and model

Faulty Disks

If you receive a faulty disc, please contact the company you purchased the game from.

Starting a New Game

After starting Jets'n'Guns you will see the intro titles. Press ESC to enter the main menu.

You can press ESC or P at any time to pause the game and enter the main menu.
The Main menu contains these options:

NEW GAME
Press NEW GAME to start a new campaign. Type your hero's name, change his/her photo in the pilot's licence and select the desired game difficulty. Then press the "GO!" button to start the campaign.

LOAD GAME
Here you can load your previously saved position. The first position ("QUICKSAVE") is updated automatically each time you enter a new level, so you should not to use it manualy.

CONTINUE LAST
The loads the last saved position automatically.

OPTIONS
You can balance the volume of sound and music here and lower the level of details to raise game's performance if necessary.

The Quest

The situation is critical. The most dreadful space villain, dictator Xoxx, has returned to the scene, and his plans are clear - he is preparing nothing less than total destruction of the universe! A pack of pirates under command of Xoxx's slave, Crtex, have kidnapped poor professor von Hamburger. The professor has been working on a new generation of quantum cannon. The professor had planned peaceful use of his invention, but who could have predicted that misuse of this gigantic, several kilometre long quantum cannon would be able to cause a complete particulate colapse of the entire universe? Now, his research is in hands of a schizophrenic paranoid lunatic. The professor must be liberated! You must track down Xoxx's secret base, destroy the weapon and stop Xoxx and his henchmen from realizing their terrible plan.

The Game

The game is separated into a sequence of levels, which lead you through the story. Each level is introduced by a short briefing to help you keep the track of the quest and to give you a short description of your immediate task.
Levels are interlaced by shopping breaks where you can save your current position and equip your ship with many different weapons and special devices. When you successfully finish a level you will get summary statistics about your performance (money gain, kills etc.). If you fail, you will see the game over screen and you will be asked to decide if you want to play again. Restart the level by pressing SPACE , or abort the level by pressing ESC . Aborting a level will bring you back

to the last shopping break. If you fail too many times, you probably did not chose the best combination of weapons and you should go back to shop and reconsider your equipment.

At any time during the fight you can bring up the game menu by pressing [ESC] or [P]. This will pause the game and give you the following choices:

CONTINUE
Hides the menu

RESTART LEVEL
Start the level again

ABORT LEVEL
Stop the fight and take you back to the last shopping break

OPTIONS
Gives access to the options menu for sound and key configuration

END CAMPAIGN
Quits the campaign and returns you to the intro menu.

Shopping Breaks

Jets'n'Guns is not just a simple shoot 'em up game. You destroy enemies here, but you also earn money for your actions, and you have to invest it wisely to improve your firepower and ship. Your fighting skills and your decision about equipment are equally important for your success. You can spend your hard-earned cash in shopping breaks you enter in between fighting missions. Here you can equip your ship and save your current position. After the start of a new campaign you will appear at your first mission start, and the first shopping break - a small cosmic restaurant. Buy and upgrade guns here before you enter the upcoming battle! You will find menu options on the right side of the screen and your ship's equipment on the left side. The upper left area shows the picture of your ship surrounded with slots for the equipment. You begin your quest with a small green fighter offering just two slots for front weapons and a small series of internal special devices. You also have one machine gun in your lower front slot. It is a weak gun, so you will have to do some shopping before you start your fighting action. Soon you will get a more destructive warbird with more slots for guns and more devices.

The lower left corner shows basic displays of your ship, Hull Integrity (H.I.) to the left and weapon heating to the right. You die when your H.I. drops to zero. You cannot shoot for a short time when your weapon heat reaches maximum.

Above the displays there is a testing button. Press this button or just press ESC or P on the keyboard to leave the menu and fly in free space. There are training targets flying all over the place. You can check the speed and manoeuvrability of the ship here or the power and rate of heating of your weapons. Feel free to experiment, training targets cause no damage. You can return to the menu anytime by pressing ESC or P again.

Below the displays and testing button is your cargo. You collect guns and other wares here. Left and right arrow button shift the cargo, when the number of items exceeds 8. There is a "remove" arrow (pointing down) on the right side. Use it to drop all weapons from ship's slots to the cargo or press the CTRL R keys.
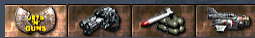
On the top-right side of the screen, there is a menu with four tabs. The first is your campaign tab, which has a number of options.

Start Level
Start the next mission by selecting the "Start Level" button

Load Game
Load a saved position

Save Game
Save your current position

PenguinPlay Save
Save your score into the PenguinPlay online highscore table. This online table saves scores from players all around the world. When you first select this option, you should choose a name and password to save your score with. If you already have a PenguinPlay account from other games, you can use your existing details. When you save your score, you will be told where you are in the worldwide highscore table. Only your highest score is recorded. Saving lower scores will just be ignored. You can see the PenguinPlay highscore table at http://www.penguinplay.com

Options
Adjust game options including volume and keyboard settings.

End Bampaign
Quit the campaign and return to the intro titles

The other three tabs shown above are all for selecting and purchasing different pieces of equipment. Either weapons, missiles and bombs, or ships.

Weapons: Their Types and Slots on your Ship

In the game you gain money for every enemy you shoot down. You can invest your money in better weapons and ship upgrades to succeed in next harder missions. This is the key rule for every hero with ambition to win this formidable campaign.

You buy weapons in the hypershopping tabs during the shopping breaks and you put them into free slots on your ship. However, you cannot put weapons into just any slot on your ship. There are four weapon types (and corresponding slots on your ship) in the game:

>   Front Weapons
>   Front/Rear Weapons
>   Missile Weapons
>   Bombs

The green fighter you start with offers you just two front slots, so you can install only two front guns into it. From the third mission on you will fly with a warbird capable of being fully equipped with a greater variety of weapon types. In the image above, the ship can carry three front guns, one rear gun, missils and bombs. The number of special devices is also higher than in the green fighter. Most of the weapons are of front or front/rear type. You can support them with missiles and ground targets can be destroyed effectively with bombs.

Bombs add a new indicator to your ship's displays. Right from the heat display will appear a bombmeter. It takes some time to reload the bomb bay after you empty it and this meter shows how the reloading is getting along. You can bomb anytime the bomb bay is not empty. You do not have to wait until it's fully reloaded.

Buying and Selling Weapons

Weapons are listed on the hypershopping tabs on the right side. You can see five of them at once and browse through the rest of the list by pressing the ↑ ↓ arrows or PG UP PG DN keys on the keyboard.

The list shows a small weapon picture and the name and price of each gun on the first level. In every next shopping break you get some new guns. These are marked by a "new" sign on their icon. The price of a weapon is shown in red when you do not have sufficient cash.

Click the item in the list to see the info page of the desired gun. When buying a weapon you will see an advertisement picture with detailed info about weapons power, heat and fire speed (shots per second) and weapon description. You buy the weapon by clicking the BUY button here (bottom right corner of the info page), or by clicking an empty slot in cargo or next to the ship's picture. Note that when you select a weapon, some slots will start to glow yellow while others turn red on your ship - they indicate, where you can and where you cannot insert the selected weapon.

When you select an owned weapon in the cargo or ship's slot, you will get a picture similar to this one with a weapon info page on the right side of the screen. Yellow glowing front and rear slots shows, that this is a front/rear type of gun. Again you get a description and power/heat/speed parameters here.

The top picture of the weapon is no longer an advertising one. It offers these functions

 The symbol in the red circle in the top left corner shows the gun ammo. Move your mouse cursor over it to get a short description on the bottom line.

 Some weapons have another symbol under the first one. The Sextant shows that the weapon can be turned by the rotary cage device (see the paragraph about devices).

 The symbol of a magnet shows that gun or projectile has a homing or auto-tracking feature.
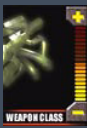
 The Weapon Class meter on the right side of the picture shows the level of a weapon. Plus and minus buttons rise and lower the level. Changing the level changes the weapon's features significantly. However, upgrading takes more money (the price appears above the cash indicator when you move the cursor over the plus or minus button) so choose wisely what to buy and what to upgrade.

There is a small level indicator on the right side of the icon of every weapon and device to get a quick review of all of your equipment.

You sell weapons by pressing the SELL button, or by pressing CTRL +left mouse button on the weapon.

Note: You buy/upgrade for exactly the same money as you sell/degrade. There is no money lost, so you can repeat and cancel your actions as many times as you wish to find the optimum combination of weapons.

Devices

Special devices are listed under your ship's picture. Some of them are very useful, some are just for fun. Some can be bought and sold, while some of them are an essential part of the ship (like the engine). Several devices can be upgraded in the same way as the weapons to advance their functions. Don't forget to upgrade your ship's essential devices!

 Federal Hero Licence Click it to get some basic info about your campaign and your hero.

 Hull Integrity (essential, upgrade only) Determines amount of damage your ship can survive.

General Cooling System (essential, upgrade only) Determines amount of heat and speed of cooling of your ship.

Engine (essential, upgrade only) Determines the speed of your ship. Upgrade it to increase the chance of avoiding enemies and their bullets.

Wing Geometry (essential, upgrade only) Determines manoeuvrability (inertia of your ship's movement). When the engine's level exceeds wing level by too much, the ship becomes tougher to control.

Power Shield Lowers damage but part of every hit's energy is transferred into inner heating.

Nanomachines These repair the ship automatically during the battle. They are sensitive to temperature, so the ship's heat must be zero for them to work.

Circulus Device This controls metal balls flying closely around your ship. They give useful protection against bullets and can be used to hit enemies when they got too close.

Magneto Gravi-Pad Device This generates a strong power field around the ship which transmits a part of the energy of any collision against the ground, substantially lowering the damage taken.

Jet-Pack rescue system This system ejects you from your ship when it is destroyed, and give you one more chance to finish the level.

Weapon Sets Controller Device This allows you to keep more than one set of weapons in your ship's slots. Some enemies are hard to kill without a rear gun as they move around the screen and do not allow you to fly in front of them. But when you install one of your guns in a rear slot, you lose a lot of power for frontal attack, which is crucial for the rest of the mission. You can solve this problem by using the W.S.C. You just define two different layouts for weapons like on the pictures.

You can switch them during the fight by pressing their numbers. You can have up to 5 weapon sets changed by keys 1, 2, 3, 4, 5.

With the W.S.C. you will add a new indicator/button in the menu to show the active set and to allow you to switch them with the mouse (numbers in red hexes).When you fly you see the active weapon set as a small number between the Hull Integrity and heat display on the top.

Rotary Cage It is sometimes useful to cover a wide area in the battle or to shoot targets on the ground, while at other times it is better to concentrate your whole firepower on one spot. You can do this with Rotary Cage. You change the angle of your upper and lower FRONT gun by pressing the ⍈Z⍇ or ⍈X⍇ keys. Your middle weapon fires forwards all the time. The current angle is indicated by a circle and small red arrows around the left heat display.

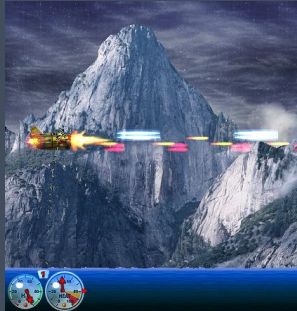**RemCon** RemCon, or Remote Controller, is a special hacking device, that allows you to get certain automatic machines on the battlefield under your control. Hold ⍈SHIFT⍇ or ⍈N⍇ to start the device transmitting it's hacking signal. You must aim the signal at your chosen target and keep it targetted until the inner security of the target is overridden. Targets suitable for hacking are marked by a yellow locator with meter in the lower left corner. The meter shows how much longer you have to hack the target to activate it's functions.

Boss Detector The Boss Detector displays a damage indicator above boss class enemies. It will inform you how much longer you have to fight the enemy to destroy it.

Mission Meter Shows percentage of level you have flown through and how long it will take to reach the end in the upper right corner of the screen.

Body Counter Counts dead troops. Counter appears under the score in the upper left corner.

Bounty Hunter Licence Bounty Hunter Licence allows you to collect more money for kills. Some enemies are detected as wanted pirates, and marked by a green detection mark. When you kill them you get 5 times the score and cash. There are also 9 champion villains spread around the game. You will see them as an item in your cargo after you destroy their ships, and you can extradite them for great sums during a shopping break.

Atarix The Atarix device is used for hacking the locks of collected cargo containers. Click the container and the hacking device will appear automatically. You have to find the correct combination to break the lock. Type in four numbers (by clicking the buttons or by number pad keys) and watch the colors as they appear in the result column. Numbers marked

green are correct, yellow ones are in the code but in a different position, red ones are totally wrong. You have 7 attempts to find the code. 7 wrong inputs destroy the content. If you do not want to risk that, you can sell the container locked, but you get just a small price and you will never discover the hidden item.

Camouflage You can change your ships camouflage for free.

Game Controls

Ship Controls		Menu Controls	
Up	↑ or mouse	Select Item	LMB
Down	↓ or mouse	Swap Items	LMB on first RMB on second
Left	← or mouse	Quick buy/sell	CTRL LMB
Right	→ or mouse	Campaign Tab	F1
Fire	CTRL , SPACE ,LMB	Contact Tab	F2
Bomb	ALT , B ,RMB	Hypershopping Tab	F3
Select Weapon Set	1 , 2 , 3 , 4 , 5	Change Menu Tab	⇆
Raise Weapon Angle	Z or .	Scroll List	↑ , ↓ ,Wheel
Lower Weapon Angle	X or .	Page List	PG UP PG DN
RemCon	SHIFT or N	Drop weapons to cargo	CTRL R
Toggle Menu	ESC or P		
Quit Game	CTRL C		
Console	'		
Toggle Fullscreen	ALT ENTER		

Bonuses

Extra gold 5000, 10000, 20000
You earn extra money.

Nuclear strike
All enemies on screen take damage

Hull integrity +25%,+50%,+100%
Increases your hull integrity.

Super power
x10 firepower for 10 seconds.

No heating
No weapon heat for 20 seconds

Imortality
You are invulnerable for 10 seconds

Checkpoints

In some levels you will encounter this cyan animated line. It marks the checkpoint. Game will store your hull integrity, heat and score in the moment you cross the line and from now on you will restart from this point until you win or abort the level.

Basic Rules and Hints

- Generally enemy shots are much weaker than the enemies themselves. You can survive a lot of hits, but never collide with other ships.
- Upgrade your ship's cooling system and engine in the beginning to lower the overheating effect and to raise your chance of avoiding enemies and their shots.
- Buy the best possible weapons and upgrade them to the highest level. Try to spend all of your money. If your combination leaves lots of spare money in your account you probably chose the wrong combination.
- Know your enemy. For example, you can destroy zeppelin's front cannon and make it harmless, or for another example, Transporters drop cargo when you damage them
- Falling cargo crushes infantry and everything else on the ground.
- Wrecked enemies and buildings do not damage you. Don't waste your time by avoiding them. However, falling wrecks kill ground enemies. So concentrate on air targets, whenever there is a chance they will fall down on other enemies.
- Know your level. Not just formations of enemies, but know which terrain collides with you, which buildings hide hull integrity bonuses, where you can help yourself by shooting down enemies on the heads of ground units, etc.
- Customize your weapons for certain levels. Sell bombs before you fly outer space missions for example, as they are almost useless there. Buy them back when you fight above planet surfaces.
- Do not shoot all the time with heavy energy weapons. They overheat quickly. They give a lot of power, but you have to use them wisely. Combine strong energy guns with non-heating bullet or missile weapons.

- Combine strong guns with concentrated aim and weaker guns, which spread shots on a wider area. Three guns pointing straight forward kill fast, but it will get you into trouble when you encounter swarm of numerous small enemies.

Credits

RakeInGrass

Graphics and Design: Frantisek Chmelar
Program and sound FX: Jiri Prochazka
Executive producer: Pavel Tovarya
Linux port: Stepan Vondrak
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