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1 - Overview

1.1 - Introduction

Jetmen REVIVAL is a simple game of capture the flag for 2 players. The twist is that each player is equipped with a flying vehicle, loaded with big guns! Like all good games it is easy to learn and takes years to master. We hope you will enjoy playing our game as much as we have enjoyed making it.

1.2 - The two different versions

There are two different versions of Jetmen REVIVAL. We hope you will consider purchasing the DELUXE version, to support our work on future versions of Jetmen and other Crew42 games.

1.2.1 - The freeware version

The freeware version of Jetmen REVIVAL is freely downloadable at our website: www.crew42.dk. It is in no way a crippled "shareware" version. It does NOT contain any annoying "please register"-popups or anything like that. This is because Jetmen REVIVAL is essentially a free game.

All features described in this manual are present in the freeware version of Jetmen REVIVAL.

1.2.2 - The DELUXE version

The DELUXE version of Jetmen REVIVAL, are for those who just can't get enough Jetmen REVIVAL. It's available as a download and on CD-ROM. In addition to all the gaming goodness, levels, flags and ships from the freeware version, it contains these extras:

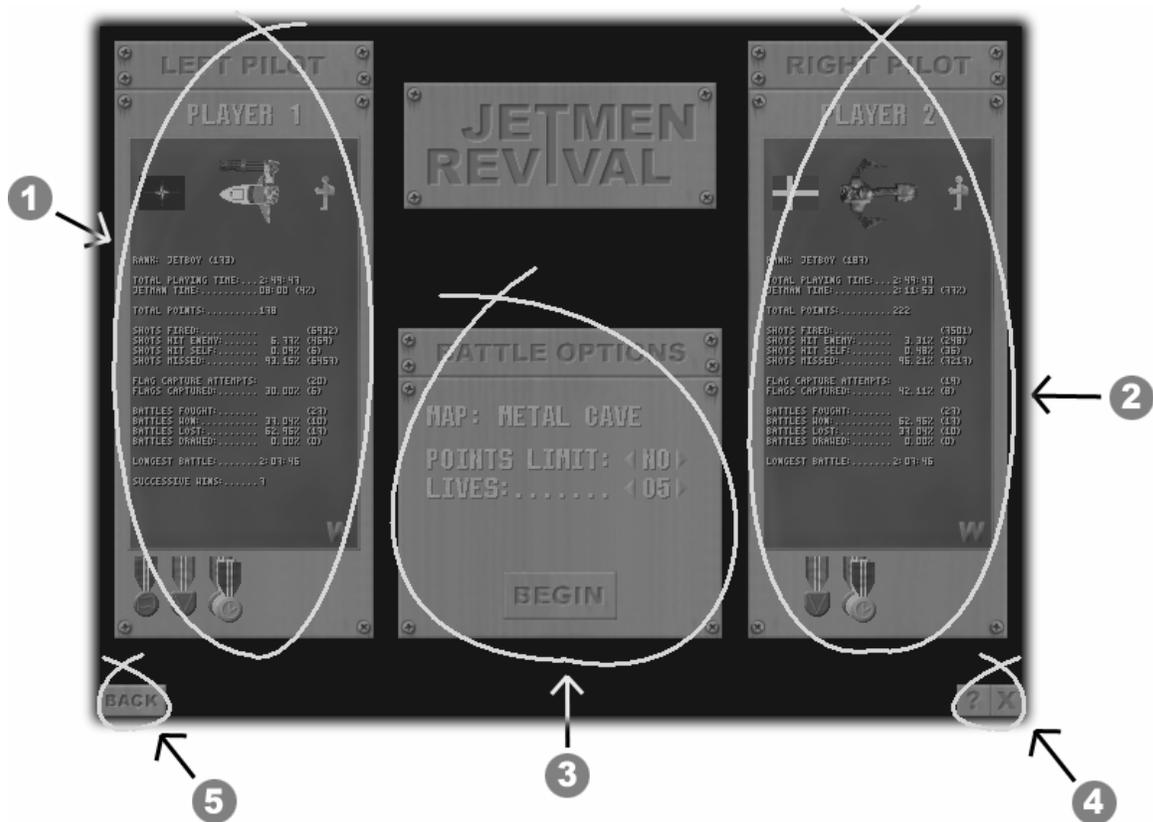
- 2 excellent maps
- 2 beautiful ships
- More than 10 flags
- A "Random map"-function enabling you to battle in completely randomly generated maps.
- PLUS! Enter your serial no. in your Crew42 Forum profile, and get a star next to your name, so everyone can see you have contributed!

Priced at only **6.50\$** USD (10.00\$ USD for the CD-ROM edition) this is one DELUXE edition you can't afford to miss!

2 - How to play Jetmen REVIVAL

2.1 - The main menu

The main menu of Jetmen REVIVAL is composed like this:



- (1) Left pilot info box (see sections 2.1.1 to 2.1.5)
- (2) Right pilot info box (see sections 2.1.1 to 2.1.5)
- (3) Battle options box (see section 2.1.6)
- (4) About and quit buttons (see section 2.1.7)

2.1.1 - Creating a new pilot

To create a new pilot:

1. Click on the pilots name located in the top of either pilot info box ("PLAYER 1" and "PLAYER 2" are the default pilot names).
2. A list of available pilots will appear, with the words "NEW PILOT" at the top. Click "NEW PILOT".
3. A virtual keyboard will appear. Use it to enter the name of the new pilot, and press the virtual "enter" key, when done.

You should now have successfully created a new pilot.

2.1.2 - Changing pilots

Changing pilots is even easier than creating a new one.

Simply press the name of the pilot you wish to change, like when you are creating a new pilot, but when the list appears do not select "NEW PILOT". Simply select the pilot you want from the list, and that pilot will load. All done!

2.1.3 - Customizing your pilots appearance

There are three visual things you can customize about your pilot: Flag, ship and jetman colors.

- To select another flag simply click the flag, and select a new one from the list which appears.
- To select another ship simply click the ship, and select a new one from the list which appears.
- To change the colors of your jetman, simply click the jetman and three colored boxes will appear. Click in each one to select your head, torso and leg colors respectively.

2.1.4 - Selecting weapons

Selecting weapons is primarily for advanced pilots, and you should get used to the standard weapons before attempting to reconfigure your arsenal.

At first you can only choose between 6 primary and 6 secondary weapons. You can unlock more weapons by earning medals (see section 2.1.5).

To reconfigure your arsenal:

1. First click on the green "W" in the lower right corner of your pilot info box.
2. Two lists of weapons will appear. The left ones are primary weapons and the right ones are secondary, often more powerful, weapons. You can bring a total of 10 weapons, 5 primary and 5 secondary, with you to battle. The ones you have equipped for your next battle are highlighted with blue and red.
3. One weapon in each list is selected. This is marked by a black rectangle around the selected weapon.
4. To select another weapon click on a highlighted weapon.
5. To highlight a not already highlighted weapon click on it.
6. The selected weapon in the corresponding list will be un-highlighted and the one you clicked on will be highlighted instead.

Practice this to understand how it works.

2.1.5 - Pilot statistics and medals

The big green box in each of the pilot info boxes contains little info in the beginning, but as you play more, more statistics will appear here. Try to get better statistics than your friends! Included in your stats is your "RANK". Your rank is calculated from your experience.

Here is an uncomplete list of the different ranks you can achieve:

Experience range:	Rank:
0-41	Newbie Jetman
42-125	Bronze Newbie Jetman
126-293	Silver Newbie Jetman
294-629	Gold Newbie Jetman
630-1301	Bronze Rookie Jetman
1302-2645	Silver Rookie Jetman

Sometimes when you gain a new rank, a new weapon is unlocked for your pilot. See section 2.1.4 for information on how to select different weapons.

Your medals are placed directly beneath the stats box. Earn medals by doing special things in the battles. Try to get all 18!

(See the Jetmen REVIVAL FAQ at our website, www.crew42.dk, for more info on medals, ranks and unlocking weapons)

2.1.6 - Battle options

(3) on the main menu diagram

Actually there are only two settings here for you to change: Lives and points limits. Use the arrows to adjust the numbers. Their significance are explained in section 2.2.2.

And then there's a big button labelled "BEGIN". Click it to begin a new battle between the two selected pilots.

2.1.7 - About and Quit

(4) on the main menu diagram

Press the button with the question mark to display a scrolling text in the middle of the main menu. The text contains mainly credits and thanks, but there might be something else there too...?

The X is the quit button. If you press it the game will quit and you will be left with nothing but boring old windows...

2.1.8 - Back

(5) on the main menu diagram

This button only appears if a battle is already begun, and it has not ended. Press escape during a battle to pause the game and display the menu. Press this "BACK" button to return to the battle.

2.2 - Battles

Battles are the "game" part of Jetmen REVIVAL. Press the "BEGIN" button on the main menu to begin one. See section 2.1.6 and all preceding sections for info on how to set up a battle.

2.2.1 - Controls

There is a standard control scheme in Jetmen REVIVAL and it works as follows:

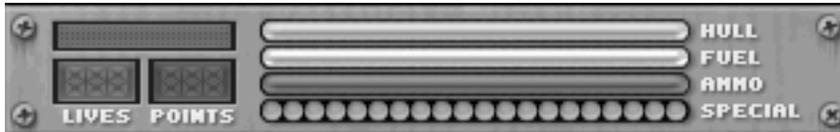
Left pilots key:	Action:	Right pilots key:
W	Thrust	Up arrow
A	Rotate left	Left arrow
D	Rotate right	Right arrow
Tab	Primary fire	Enter
S	Secondary fire	Down arrow

You control your ship by rotating it and firing your thrusters. Try it out to get a feel of how the controls work.

When landed at your own base the hold down the "Primary fire" to display the primary weapon selection menu. Scroll to the weapon of your choice using the "Rotate left/right" keys, and let go off the "Primary fire" key to select a primary weapon. Secondary weapons are selected similarly.

Press escape to pause and return to the main menu.

2.2.2 - The displays



There are two status displays (one for each pilot), situated at the bottom of the screen during a battle.

The displays show you various types of info:

- The "LIVES" display shows how many lives the pilot has left.
- The "POINTS" display keeps track of the pilots score during the active battle.
- The "HULL" gauge shows the ships hull integrity. When hull integrity reaches zero the ship explodes, and "HULL" instead shows how much life the jetman has left.
- The "FUEL" gauge keeps track of how much fuel you have left. If you start to run dry, land at a base to refuel before this gauge reaches zero, or you will be in trouble.
- The "AMMO" gauge shows you how much ammo you have left for your primary weapon. If you run out, you won't be able to fire your primary weapon.
- The "SPECIAL" gauge shows exactly how many times you can fire your secondary weapon. Since a secondary weapon can take a noticeable amount of time to reload, you can always check your "SPECIAL" gauge to see if the secondary weapon is ready: If the last of the dots is red, your weapon is ready to fire.
- And finally, situated above the "LIVES" and "POINTS" displays, is the pilots name.

2.2.3 - Scoring and experience

The scoring system in Jetmen REVIVAL is simple:

- Everytime your opponents ship blows up, you get one point.
- Everytime your opponent dies, you get one point.
- Everytime you capture a flag you get 5 points.

At the end of a battle the winning player receives experience equal to the points earned during that battle, while the losing player only receives experience equal to half of the points earned. In the case of a draw both players receive experience equal to 75% of their earned points.

2.2.4 - Bases.

When landed at your own base, your ship refuels, repairs and rearms automatically over time.

You can also refuel at your enemies base, although this is much slower than at your own base. If you are outside your ship (i.e. in jetman form) you can land at your base to claim a free, somewhat damaged, ship, at no penalty.

See section 2.2.1 for information on how to select weapons when landed at your base.

2.2.5 - The end of a battle

A battle ends when one of the pilots run out of lives or one of the pilots reach the points limit. In the special case where the points limit is set to "NO" **and** the lives limit is set to "NO" the battle will never end. Use this setting to train without affecting your stats.

The winner will always be the pilot with the most points at the end of the battle. If both pilots have the same score the battle is declared a draw.

When the battle ends battle-specific statistics are showed, along with the medals each pilot has been awarded during the battle. Press space to return to the main menu.

3 - Extras

3.1 - Creating your own...

Jetmen REVIVAL supports creation of customized flags, ships and maps. Although it is actually very easy to create any of these, it should only be attempted by those who at least have some experience with some sort of painting application (Paint will do), and who knows how to handle text files and files in general.

That doesn't sound too hard, know does it? So read on and you will be designing your own stuff for Jetmen REVIVAL in no time!

If you feel you've created something really good then go to our website to find out how to share it with the whole Jetmen REVIVAL community.

3.1.1 - ...Flags

The easiest thing to create for Jetmen REVIVAL are flags.

Simply draw your flag in any painting application (Paint will do just fine) and save it as a 32x24 pixels, 8 bit color bitmap image. The filename must be composed like this: "Flagname_flag.bmp" (for example: "USA_flag.bmp").

The color black (\$000000) is transparent, so if you want to make a black flag, simply use VERY dark grey (\$010101). Transparency can be used to create some really neat flags with, for example, split ends.

Now place your flag either in the "Graphics" folder in the folder where you installed Jetmen REVIVAL, or in your pilot folder. Your pilot folder is located in the "Pilots" folder. For example if your pilot name is "Ibber" your pilot folder would be "Pilots\Ibber".

Flags placed in the "Graphics" folder are available to all pilots, while the ones you place in a pilot folder are only available to the respective pilot.

NOTE: Can't select your flag from the list in the game? You have probably failed to adhere to the two simple rules mentioned in this section (3.1.1). Illegal flags will not appear on the list.

3.1.2 - ...Ships

Designing your own cool ship for use in Jetmen REVIVAL is very easy, but there are a few rules one must adhere to, to make a legal, good-looking ship.

First off you will need the tool: Jetmen REVIVAL Ship Checker, which is available for download at www.crew42.dk.

Now, simply draw a ship in your favourite painting application. The color black (\$000000) is transparent, when the ship is in-game. The resulting bitmap must be less than or equal to 64x64 pixels. Any Pixelformat will work, but we recommend 8-bit for a smaller file-size. The number of non-black pixels in you bitmap must be between 974 and 994.

Also you should include at least one exhaust point - marked with a red (\$FF0000) pixel. Including exhaust points is optional, but will generally make your ship work cooler. You can also use exhaust points to make ships with twin engines, or even 20 engines! You should try to keep the number of exhaust points below 5, though.

Another optional is to include gun points - marked with a green (\$00FF00) pixel. Use this feature to design a special firing pattern for your ship.

NOTE: Obviously the colors \$FF0000, \$00FF00 and \$000000 cannot be used for drawing the actual ship, since these colors are interpreted as exhaust, gun and transparent points respectively.

Use Ship Checker continually while working, to check your design.

3.1.3 - ...Maps

Level designing for Jetmen REVIVAL is almost as easy as designing ships and flags, but not quite...

A Jetmen REVIVAL level can contain up to four bitmaps: A background, middle, foreground and a special dotmap image. Only the middle bitmap is required in a working level.

The background and foreground images should be self-explanatory, except to say that background images should generally be smaller than or equal to the middle image, and the foreground image should generally be larger than or equal to the middle image. This is NOT a requirement, but a general rule.

These bitmaps can be any pixel format you like, but we recommend 8-bit for lighter downloads.

The middle contains everything you can collide with, and the dotmap contains color coded information about every single pixel on the middle. Study a Dotmap bitmap file for any map, to understand this:

Green (\$00FF00): Dirt.

Red (\$FF0000): Indestructible (Base).

Blue (\$0000FF): Water.

Note: The color Black is transparent in all bitmaps except back. It has to be REAL black, i.e.: \$000000.

The .map-file is a text file, preferably created in notepad. It contains vital information about the level that Jetmen REVIVAL needs to properly load and play the level. A good way to learn to write these files is to open and study a .map-file... Or you could read on and learn that it is actually amazingly easy to write these files from scratch.

Map files are interpreted line by line. Each line may contain only one keyword and a corresponding statement i.e: KEYWORD=STATEMENT

* Lines MAY NOT have tabs or spaces in the beginning.

* Some keywords do not require a statement. In that case just type the KEYWORD alone.

The map-file reader is not case sensitive, but to make your map-files readable for yourself and others we recommend adhering to the standard which is shown in the keyword table further down this document. Comments are easy to insert since the interpreter simply trashes anything it doesn't understand. We recommend inserting a * and then your comment, as in:

* Comment

...But you can easily use any system you want, or none at all!

Keyword:	Example:	Explanation:
Back=	Back=back.bmp	Sets and loads the background image.
Middle=	Middle=middle.bmp	Sets and loads the middle image.
Front=	Front=front.bmp	Sets and loads the front image.
DotMap=	DotMap=dotmap.bmp	Sets and loads the dot map.
PLY1X=	PLY1X=42	Sets the start x-coordinate of player 1.
PLY1Y=	PLY1Y=42	Sets the start y-coordinate of player 1.
PLY2X=	PLY2X=42	See PLY1X.
PLY2Y=	PLY2Y=42	See PLY1Y.
FLAG1X=	FLAG1X=42	Sets the x-coordinate of player 1's flag.
FLAG1Y=	FLAG1Y=42	Sets the y-coordinate of player 1's flag.
FLAG2X=	FLAG2X=42	See FLAG1X.
FLAG2Y=	FLAG2Y=42	See FLAG1Y.
Scale=	Scale=1	Sets the scale of ships and particle-amounts in the level. We recommend Scale=1, which means that the ships will be half the size of the original bitmaps.
ParticleArea	ParticleArea	All PA_ keywords following this concerns the same particle spawning area, until a new ParticleArea keyword is met.
PA_X=	PA_X=42	Defines the upper-left corner x-coordinate of the area.
PA_Y=	PA_Y=42	Defines the upper-left corner y-coordinate of the area.
PA_Width=	PA_Width=42	Defines the width of the Pixel Area.
PA_Height=	PA_Height=42	Defines the height of the Pixel Area.
PA_XSpeed=	PA_XSpeed=-0.25	Defines the starting X-speed of all the area's spawned pixels.
PA_YSpeed=	PA_YSpeed=-0.05	Defines the starting Y-speed of all the area's spawned pixels.
PA_RandomXSpeed=	PA_RandomXSpeed=0.5	A random number between zero and the number entered in the statement is added to the starting X-speed of all the area's spawned pixels.
PA_RandomYSpeed=	PA_RandomYSpeed=0.1	A random number between zero and the number entered in the statement is added to the starting Y-speed of all the area's spawned pixels.
PA_PerSecond=	PA_PerSecond=42	Specifies the number of pixels to spawn per second in the area.
PA_Type=	PA_Type=Water	Specifies the kind of pixels to spawn. Supported kinds are: Water, Snow, Glue and Ant.

3.2 - Command line options

Command line options are extra features, which are not intended to be used by the average user.

Option:	Feature:
-vsync	Enable vertical synchronization. Looks really good if your computer can otherwise keep a steady framerate above 60 fps.
-fps	Enable an fps counter in the upper left corner of the screen.

3.3 - More on the web

Visit our website, www.crew42.dk, for lots of Jetmen REVIVAL related things plus info and downloads of our other games.

Also register as a user at our website to access the Crew42 community, which is primarily about Jetmen REVIVAL. Registered users share flags, ships, maps and info in the community. Owners of the DELUXE version of Jetmen REVIVAL can even enter their serial no. to get a star next to their name in the community, showing everyone that they are cool!

3.4 - A short history of Jetmen and Crew42

The story of Jetmen is a bit sad. Jetmen REVIVAL is actually the third installment in the Jetmen series, but the first two games were never really published, although they were finished. Today they are gone forever. The computer they were stored on was stolen.

Jetmen REVIVAL has taken us about 12 months of work to complete.

Crew42 consists only of two persons. Both of us do everything ranging from web design, to game graphics, to game design, to the actual programming of the games. Occasionally friends will contribute something to our projects (see section 4) but generally we do everything by ourselves.

We started making games in 1994 when we were both around 14 years old. Back then we called ourselves Duo-Soft. Sometime during the late 1990's we changed our name to V-Sions, and sometime in 2002 we changed to the current name, Crew42. All games we made as Duo-Soft are gone now due to theft, save one: Star Commander.

If you're interested in knowing more about Star Commander, Jetmen REVIVAL, our other games and more on our history, check our website, www.crew42.dk.

4 - Credits

Crew42 is

Jens 'Ibber' Schultz
Rasmus 'Syntax' Lorentzen

Idea, design and programming

Jens 'Ibber' Schultz
Rasmus 'Syntax' Lorentzen

Graphics

Jens 'Ibber' Schultz
Rasmus 'Syntax' Lorentzen
Rasmus 'Mindplay' Schultz

Sounds

Jens 'Ibber' Schultz
Rasmus 'Syntax' Lorentzen

Maps

Jens 'Ibber' Schultz
Rasmus 'Syntax' Lorentzen
Martin Malmer
Rasmus 'Mindplay' Schultz

Ships

Jens 'Ibber' Schultz
Rasmus 'Syntax' Lorentzen
Martin Malmer

Manual

Jens 'Ibber' Schultz

Beta testers

Martin Malmer
Rasmus 'Rappo' Sønnichsen

Thanks to

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