

= Jetpac Refuelled =

Jetpac Refuelled is a shooter video game developed by Rare and published by Microsoft Studios . It was first released worldwide on the Xbox Live Arcade service on 28 March 2007 . The game is the fourth and final instalment of the Jetman series and a remake of Ultimate Play the Game 's 1983 ZX Spectrum game , Jetpac . The game follows Jetman as he attempts to rebuild his rocket in order to explore different planets , whilst simultaneously defending himself from hostile aliens .

Details of the game were first leaked in February 2007 , shortly before Rare officially announced development later that month . During development process Rare attempted to ensure that the game did not feel too similar to the original Jetpac , whilst keeping the core mechanics . The game received mostly favourable reviews upon release . Critics praised the updated graphics and gameplay , however they criticised the overall repetitiveness of the game and its multiplayer mode . It was later included in Rare 's 2015 Xbox One retrospective compilation , Rare Replay .

= = Gameplay = =

The game is a remake of the original Jetpac with overhauled high @-@ definition graphics and 128 levels . It also features competitive gameplay over Xbox Live , leaderboards , and achievements . Similar to the first instalment , the player assumes control of Jetman and is presented in a horizontal wrap around which consists of six platforms on which Jetman can manoeuvre onto . Jetman has to first assemble his rocket , which spawns in separate parts that are scattered around a map , and then fills it with six fuel canisters before taking off to the next planet , where the procedure is repeated . In addition , Jetman has to defend himself from each planet 's hostile aliens , and collect valuable resources such as gold and platinum , which occasionally fall from the atmosphere , for bonus points .

Jetman 's only usable weapon in his laser . Weapon upgrades may also spawn around a map , which once picked up will give Jetman various upgrades to his weapon . Upgrades include as a wider fire spread , faster projectiles or higher damage . The player starts the game with three nuclear devices , which once used will eliminate all enemies from the screen . Jetman also has the ability to boost , which will temporarily make him move at a much faster speed , although boosts will need to recharge once they are depleted .

Jetpac Refuelled features a multiplayer mode that can be played either offline using a split screen or online via Xbox Live . In this mode , the player has to compete one @-@ on @-@ one in a race to build and refuel their craft before their opponent does . Fuel and rocket pickups can be stolen from opponents by shooting them or by using an EMP blast at close range . Lives are unlimited in multiplayer and the winner is determined by the highest score . A version of the original 1983 Jetpac is also included in the game .

= = Development = =

Details of a Jetpac remake were first leaked on a listing on the website of German rating board Unterhaltungssoftware Selbstkontrolle on 6 February 2007 . Rare officially announced development of Jetpac Refuelled on 22 February 2007 .

In a retrospective interview , Rare designers Jens Restemeier and Nick Burton took interest in the @-@ then upcoming Xbox Live Arcade and offered to develop a new game for the service after the release of Rare 's Xbox 360 launch titles Perfect Dark Zero and Kameo . Rather than simply porting the original ZX Spectrum title to the Xbox 360 , the development team decided to expand Jetpac and experiment with new elements . The team ensured to keep the original core mechanics of the Jetpac whilst designing new features for the game . Restemeier also stated that the development process for an Xbox Live Arcade game differed from a retail title , owing to processing power limitations that had to be constantly synced over Xbox Live . Burton asserted that one of the differences with development on the Xbox Live Service was the way optimisations shifted from graphics and game logic , stating that this was more difficult than it would have been for an Xbox

360 title such as Kameo .

In a separate interview with Next @-@ Gen , Burton stated that during initial development of Jetpac Refuelled , senior management kept away entirely from the project . When Rare 's management allowed themselves to view the game , they offered the developers " a fresh eye and more frank criticism " . Further development took place before management were shown the game again in what was nicknamed a " clean room " test . Jetpac Refuelled , along with every title in the Jetman series , appeared in the retrospective August 2015 Xbox One compilation of 30 Ultimate Play The Game and Rare titles , Rare Replay .

= = Reception = =

The game was met with mostly favourable reviews upon release . Reviewers praised the updated graphics and addictive gameplay , however they criticised the overall repetitiveness of the game and its mediocre multiplayer mode . It received an aggregate score of 72 % from GameRankings based on 16 reviews , and an average score of 73 out of 100 on Metacritic , based on 17 reviews . Kristan Reed of Eurogamer praised the visual makeover the new game , calling it " undoubtedly the best addition " to the series . Greg Stewart of GamesRadar labelled the updated graphics as " trippy " , preferring them over the " primitive " original . Jeff Gerstmann of GameSpot praised the updated graphics as the best addition to the game , heralding them as " crisp , bright and colourful " and far superior to the original 1983 version . Jonathan Miller of IGN similarly thought the graphics were the strongest aspect of the game , praising the effects as " vibrant and colourful " whilst calling the ZX Spectrum version " nostalgically bad " . Miller also added that the updated visuals of the game made the experience feel " almost 10 times the game as the original " .

Reed criticised the repetitiveness of the game , stating that whilst 128 levels was good value for money , the gameplay was " merely a repeat " of what the player has already accomplished and that the multiplayer mode could prove " annoying very quickly " . Stewart also criticised the game 's repetitiveness and stated that he felt general gameplay was " shallow " , despite admitting it was addictive . Gerstmann similarly found the action repetitive and stated that there was " not enough variety " , especially in the multiplayer mode . However , Miller praised the gameplay as " fast , fun and addictive " , as he expected a game on the Xbox Live Arcade to be . Will Freeman of Video Gamer noted that the large number of levels caused the game to feel repetitive , but praised the overall addictiveness and fast pace of the game .