

= Lunar Jetman =

Lunar Jetman is a shooter video game developed and published by Ultimate Play The Game . It was released for the ZX Spectrum in 1983 and the BBC Micro in 1984 . The game is the second instalment of the Jetman series and one of the few games released to support the Currah Microspeech peripheral . In the game , Jetman has to destroy alien bases whilst simultaneously defending himself , along with Earth , from a hostile alien race .

Lunar Jetman was Ultimate Play The Game 's first game to require 48K of RAM - all previous games had run on unexpanded 16K models . The game was written by Chris Stamper with graphics designed by Tim Stamper . The game was followed by a third instalment , Solar Jetman : Hunt for the Golden Warpship , released for the NES in 1990 . The game was met with critical acclaim upon release , with praise mostly directed at its addictive gameplay and wide range of colours . It was later included in Rare 's 2015 Xbox One retrospective compilation , Rare Replay .

= = Gameplay = =

Once again taking on the role of Jetman , players find themselves on the surface of a small purple moon . Similarly to its predecessor , the player can move around slowly on foot , or use a jetpack to leave the ground and navigate the moon faster . However , unlike Jetpac , Jetman 's jetpack has limited fuel and must be topped up regularly . In addition to the jetpack , the player has a moon rover for ground travel , inside of which they are invulnerable to damage . However , the moon rover can only negotiate smooth terrain , and Jetman may need to use bridging kits obtained from the rover to fill in craters on the moon 's surface . The moon rover doubles as a refuelling point for Jetman 's jetpack .

Aside from the rover and its bridging kits , Jetman has access to three other pieces of equipment , all of which can be carried on the bonnet of the rover , albeit one at a time . Bombs must be used to destroy alien bases when they are encountered , which can only be accomplished when Jetman is flying above them . Another piece of equipment is a cannon that may be mounted onto the rear side of the moon rover . The final piece of equipment is a pair of teleporters which can be used to instantaneously transport the player to the teleporter 's twin , thus allowing rapid transport around the moon .

Gameplay itself requires Jetman to locate and destroy a series of alien bases on the surface of the moon . Each new base appears with the destruction of the previous one . To accomplish this task , Jetman must take the bomb to the alien base ? either in his space suit or using the rover ? and then fly over the base and drop the bomb . After several bases have been destroyed in succession , new and increasingly hazardous varieties of flying aliens assault the player . Each base must be destroyed within a strict time limit . If this limit expires before the base is destroyed , two missiles are launched from the base ? one for Earth , the other for Jetman 's rover . The player will be given a limited time to intercept and destroy the missiles whilst still in flight , thus preventing a game over .

= = Background = =

Ashby Computers and Graphics was founded by brothers Tim and Chris Stamper , along with Tim 's wife , Carol , from their headquarters in Ashby @-@ de @-@ la @-@ Zouch in 1982 . Under the trading name of Ultimate Play The Game , they began producing video games for the ZX Spectrum throughout the early 1980s . The company were known for their reluctance to reveal details about their operations and upcoming projects . Little was known about their development process except that they used to work in " separate teams " : one team would work on development whilst the other would concentrate on other aspects such as sound or graphics .

= = Release and reception = =

Similar to its predecessor , the game was critically acclaimed upon release . Crash praised the

graphics and wide spectrum of colours , noting that whilst the presentation did not differ much from its predecessor , the graphics were " every bit as good " as superior arcade machines . Home Computing Weekly also praised the presentation , stating that the colour and animation were " superb " , whilst expressing the gameplay as " disgustingly addictive " .

When Crash revisited the game in their " Crashback " section of a 1984 issue , the game was still praised , with one reviewer stating that he would not change any of the original scores . Brian Buckley of ZX Computing praised the game 's advanced graphics and effects , stating that extraordinary attention had been paid to detail and that every usage of sound and colour was " excellent " . Buckley also asserted that Lunar Jetman was " the best computer game of all time " .

The game replaced its predecessor at the top of the UK ZX Spectrum sales chart . The game was also voted number 31 in the Your Sinclair Official Top 100 Games of All Time . Home Computing Weekly placed Lunar Jetman third in their " Top 10 programs for the ZX Spectrum " in a later 1983 issue .

Lunar Jetman was re @-@ released in August 2015 as part of the Xbox One compilation of 30 Rare titles , Rare Replay . ( Ultimate acquired the trading name Rare in 1988 . )