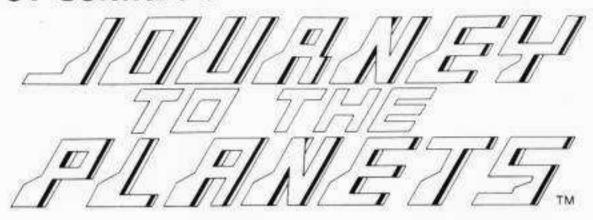# JV Software's

JOURNEY TO THE PLANETS ™

by Roklan

JV Software's JOURNEY TO THE PLANETS Combines All the Thrills and Excitement of Arcade, Adventure and Space Games! Now Roklan Brings You All THE Fun in One ROM Cartridge!

SOFTWARE LOADING INSTRUCTIONS

ROM CARTRIDGE

Connect your Atari computer to the TV switchbox and power supply as shown in the Operator's Manual. Plug your joystick controller into the #1 controller jack. Open the cartridge door of your computer and insert the cartridge into the cartridge slot with the label facing you. On the Atari 800, use the LEFT cartridge slot. (The cartridge is keyed so it cannot be installed backwards.) Close the cartridge door and turn the power switch on.

YOUR PREDICAMENT

When the game begins, you find yourself on a strange planet in a strange universe with a strong desire to return to your own home. Luckily, the local gods are friendly and make available to you a spaceship, a gun and an unending pool of energy. (Look around the planet for them!)

Additionally, they come to an agreement to return you to your own universe if you travel to the various planets in their universe and acquire for them the many treasures to be found. You must, therefore, (1) find your gun, (2) board your spaceship and (3) find, Land on and conquer other planets. A planet is conquered after you capture that planet's treasure (prize) and return it to your ship. After all planets have been conquered, return to the original planet and convince the gods to keep their end of the bargain and send you home.

MOVING YOUR PLAYER

Your player appears only on planet surfaces and can be moved left or right by corresponding joystick movement. Up and down joystick directions usually are not required, but in special cases they may prove useful.

Each planet has five separate scenes. Walking off the TV screen in one direction automatically places you in the adjacent scene. When the edge of a planet is reached, you will be stopped from going any further ... so don't worry about falling off the edge of a world.

GUN CONTROL

Once your gun is picked up, it remains with you for the entire game. Aim your gun by pressing the joystick button and keeping it pressed. The gun can then be pointed in one of three directions. Pressing the joystick up points the gun up. Pressing the joystick in the direction you are facing points the gun at an upward angle of 45 degrees. Pressing the joystick down points the gun horizontally. You cannot make the gun point downwards. To fire the gun, release the joystick button.

BOARDING YOUR SPACESHIP

Enter the spaceship by pressing the joystick button while positioning your player so it touches the ship. To leave the ship, press the button again. You will automatically disembark after landing on a planet. Once inside the ship, your joystick controls the ship itself.

SPACESHIP CONTROL

Pressing the joystick in any direction causes your ship to move in that direction. As you leave a planet, you will travel through the original takeoff scene, enter an upper atmosphere scene, and finally find yourself out in space. When approaching a planet, you will first enter the upper atmosphere scene and then the lower landing/takeoff scene.

Note that as you change speeds, the background color of the information lines at the top of your TV screen change from green to yellow to red, like a stoplight. Green is the slowest and safest speed. Yellow is faster. Red is the fastest and most dangerous speed. When you are in space and want to enter a planet's atmosphere, your speed must be in the yellow or green range. When landing on a planet's surface, your speed must be in the green range.

If you fly your ship off the TV screen during takeoff or landing, your ship will wrap around to the other side.

MANEUVERING IN SPACE

Space is divided into 64 separate sectors, arranged in an 8-by-8 square. (See GALACTIC MAP below.) Fly off the screen in any direction, and you will enter the adjacent sector. However, flying off the edge of the universe keeps you in the same sector you just left.

When you discover a planet, maneuver your ship as described under SPACESHIP CONTROL to enter the planet's atmopshere. Beware of collisions with stray comets in space. You can, however, safely travel through a comet's tail with no adverse effect.

GALACTIC MAP

Pressing your joystick button while in space temporarily suspends ship movement and shows you a galactic map. The 8-by-8 display presents one character for each space sector as follows:

+ Your current position.
• Sector without a planet.
* Sector containing a planet.
? Unexplored sector.

As you enter a sector, it and all adjacent sectors are explored and shown on the galactic map.

LANDING

After entering a planet, an upper atmosphere scene is shown. Fly downwards and a landing scene will soon appear with a landing pad somewhere on the ground. To land safely, you must steer the ship onto the pad while the information line indicates a green, or safe, speed. While flying in a planet's atmosphere, remember that gravity will pull you toward the planet. No gravitational effects exist in space. After you land, the information line lets you know what prize is to be captured on that planet.

PLANET EXPLORATION

You will encounter several objects in your planetary wanderings which may be useful in obtaining your prize. Some objects can be picked up, others cannot. To pick up an object, simply touch it with your player. To drop the object, press your joystick button. Note that you cannot fire your gun while carrying an object. Note also that in most cases only one object can be carried at a time. Not all objects can be carried to all parts of a planet.

IF (WHEN) YOU ARE KILLED

In this strange universe there are many ways to be killed. If such an unfortunate situation should occur, you will find yourself reincarnated back on the original planet.

ENERGY

Energy is used up in space flight, by firing your gun, and by getting yourself killed. You can refuel while on the original planet at the cost of one point in your score for every 1000 energy units.

SCORING

Points are earned by successfully returning to your ship with a planetary prize and by returning to your own home planet after all prizes are captured. The time it takes you to acquire the prize on each planet is a major factor in determining your final score.

TIME

While you are on a planet, your cumulative time on that planet is shown in the upper right hand corner. Planets do not have a time limit, so time spent there is used only in determining your final score.

AFTER PRIZE CAPTURE

Once a planet's prize has been captured, the following changes are in effect for that planet:

- You can no longer disembark after landing on the planet's surface.
- In space, the planet will appear as a solid, colored sphere rather than the normal two-color presentation.

PAUSE

To temporarily stop game play, press the OPTION button. Pressing the OPTION button again allows the game to resume where you left off.

GAME COMPLETION

The game can end in one of three ways:

1. Using up all your energy.
2. Successfully landing on your own home planet.
3. Getting killed in the End Game (while in search of your home planet).

HELP!!!

We don't expect that everyone will be able to solve all of the puzzles and capture all of the treasures. If you need help, send a self-addressed, stamped business-size envelope to:

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