

for Atari® Home Computers, 48K Memory, Disk

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## INTRODUCTION

Jupiter Mission 1999 is a dynamic interactive space fantasy epic adventure, comprised of eleven separate game programs on four separate disks, numbers 1 through 4 (see disk labels). With a mixture of role-playing and arcade-style action, JUPITER MISSION 1999 provides you with an exciting and accurate simulation of a voyage to the Jupiter system in search of the source of intelligent radio transmissions. As the main character in the epic, your decisions determine the course of the action and the development of the game. The outcome will depend on your intelligence, dexterity, and perseverance.

As the only survivor aboard the USSN Space Beagle, you must somehow complete your mission. You will remain onboard at all times and interact with the game through scanners, space probes, and mobile robot probes. JUPITER MISSION 1999 is an adventure game; you must figure out what must be done throughout the game. There will be no one there with the right answer for you; you must solve the problems on your own.

Sealed disks of each disk have been  
by operative ONLY WHEN ABSOLUTELY NECESSARY for successful  
completion of the mission. The operative should attempt to  
complete the mission on his own before resorting to said sealed  
information.

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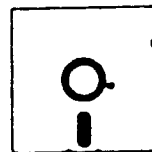
Greg Handy

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# Jupiter Mission

## 1999

### PART 1



## LOADING THE PROGRAM



1. Ensure that BASIC is up on your computer. In some Atari systems you will have to insert the Atari BASIC Language Cartridge. In other Atari computers the BASIC Language is built into the system.
2. Plug the joystick controller into the number one computer controller port.
3. Turn on your disk drive. When the drive "busy light" goes out, insert game disk #1 into the drive and close the drive door.
4. Turn on your computer. The program will automatically load and begin.

**NOTE:** Ensure that you do not write-protect the game diskettes.

## TROUBLE SHOOTING

The programs in JUPITER MISSION 1999 are very large and therefore take a few seconds to load. In order to speed up the loading process the screen is turned off during loading operations. As long as the screen is blue, a program is in the process of loading and initializing.

Should a problem occur while loading, the speaker of the Atari computer will buzz continuously. When you hear this continuous buzz check the following:

1. Is disk drive #1 turned on?
2. Is the correct disk in drive?
3. Is the drive door closed?
4. Is the disk write-protected?

When you have corrected the problem, just press the **RETURN** key and the program will continue loading and the buzzing will stop.



**microcomputer games**

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Part of the challenge of JUPITER MISSION 1999 is in how you react to the situations of the game scenario as they develop. Therefore it is always up to you to decide how the game should be played in each of the eleven programs. The scenario was created to be an accurate simulation of events as they might occur. Logic and common sense will keep your mission alive. The more you think about what you will do, the more likely you are to make the correct decisions and survive.

**INSTRUCTIONS ARE PROVIDED  
WHERE THEY ARE NECESSARY**  
IT IS VERY IMPORTANT THAT YOU  
READ THESE INSTRUCTIONS CAREFULLY.

## PROGRAM OPERATION

JUPITER MISSION 1999 begins with the Introduction screen. You will be first asked by the computer if you wish to start a new game or continue a previously saved game. If you elect to start a new game you have the additional option of beginning with the introductory text, or to skip the text and begin playing the game.

When you play JUPITER MISSION 1999 for the first time, you should read the text introduction to familiarize yourself with the background of the mission. The information you gain here will aid you in your play, as well as add to your overall enjoyment of the game.

## GAME SUMMARY

Listed below is a very general summary of some of the game programs in the JUPITER MISSION 1999 game. These summaries are given as a helpful hint and should only be looked at if you need help.

**WEAPON CONTROL:** arcade style; graphics forward view screen with starfield and nearby asteroids, and weapon crosshairs; joystick control; because of ship damage you must manually destroy the asteroids that would otherwise hit the ship.

**SHIP REPAIR:** reaction time game; graphic schematic of USSN SPACE BEAGLE. Ship sections must be checked for damage and repaired by matching flashing colors and lowering sound tones.

**NAVIGATION:** Logistic problem solving game. Position of vessel must be determined and necessary course corrections made to arrive at Jupiter system, and later, to make course corrections to visit the moons of Jupiter.

to the Jupiter system to gather data. Accurate statistical information of Jupiter and its moons is provided.

**LANDER BAY COMMAND:** gives status reports on each of the two landers aboard the SPACE BEAGLE, as well as computer advice regarding a landing on a particular moon.

**LANDER CONTROL:** arcade/logistical game; graphics display of moon surface and orbiting lander. Readouts in bottom window on altitude, latitude position above moon, thrust, speed, and fuel; joystick control of lander, fuel is minimal, and player must find the appropriate place to land, and do so safely. In later stages of the game the player must also manage a takeoff and return to orbit.

There are other displays and game programs, but we do not want to give too much away.

Sealed orders for each disk have been provided to be opened by operative ONLY WHEN ABSOLUTELY NECESSARY for successful completion of the mission. The operative should attempt to complete the mission on his own before resorting to said sealed information.

## SAVING A GAME

You may save up to four games of JUPITER MISSION 1999 at any time. A saved game will continue play from the point where it was saved. It is not possible to save a game until you have managed to pass the Asteroid Belt.

Games will be saved on game disk number one. The computer will prompt you for the correct input to save a game. Ensure that you do not have write protect tabs on your game diskettes.

It is a good idea to save the game often. That way, if you make a mistake and are destroyed, you can pick up the game play from where it was last saved; instead of having to start the whole game over from the beginning.

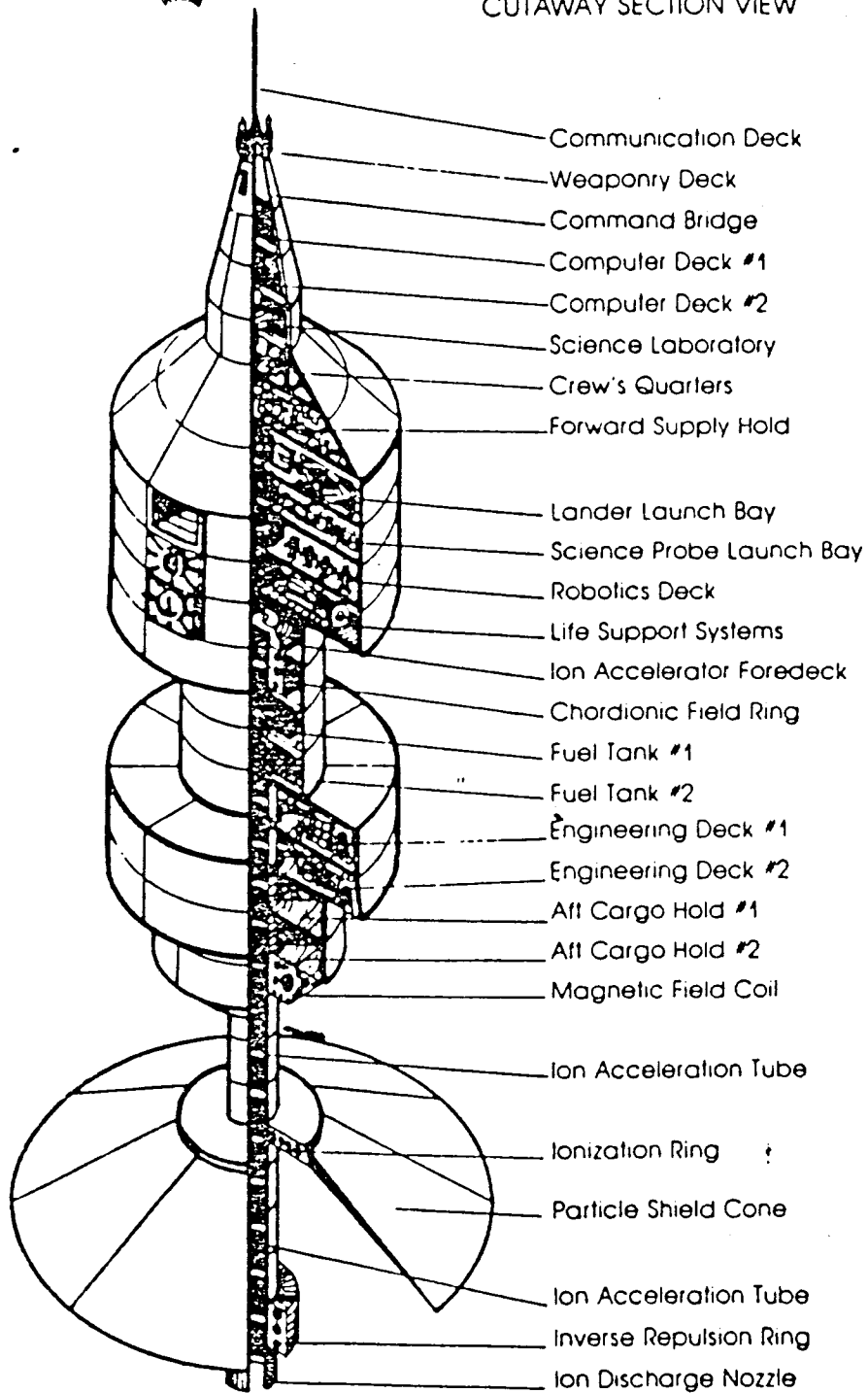
Should you wish to save a game after four games have already been saved, you will be given the option to erase one of the previously saved games and save your current game.

Once a game has been saved and given a Saved Game Number, it will always retain the same Saved Game Number.

**IMPORTANT:** YOU MUST SAVE THE GAME YOU ARE PLAYING AT LEAST ONCE BEFORE YOU ASSUME CONTROL OF THE LANDER, IF YOU EXPECT TO SAVE THE GAME IN LATER PORTIONS OF PLAY.

**NOTE:** Sometimes it might be necessary for you to start the entire game over, because of ship/equipment damage or a wrong decision made in the early sections of play. For instance, if your Scanners are damaged and not repaired, then it is impossible for you to determine where you are in the solar system, and thus you cannot make the necessary course corrections to get to Jupiter.

### CUTAWAY SECTION VIEW



1. Check your equipment carefully to be sure that cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.

5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

#### Avalon Hill Microcomputer Games

4517 Harford Road  
 Baltimore, Maryland 21214

Defective software will be replaced.

#### YOU NAME IT, WE'VE GOT A GAME ON IT . . .

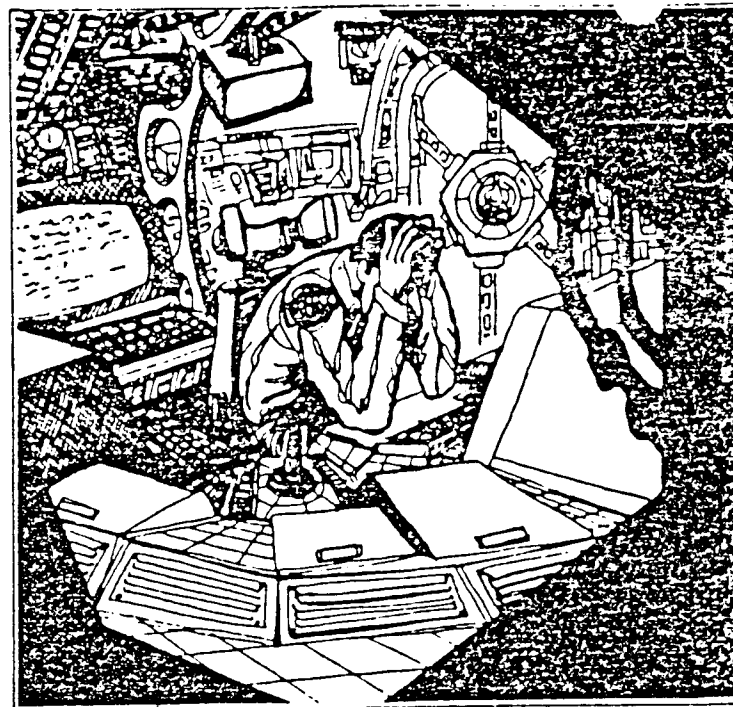
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Consumer Relations  
 4517 Harford Road, Baltimore, MD 21214

#### QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.



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