

Quest of the Space Beagle

JUPITER MISSION 1999: Part II



INTRODUCTION

The Quest of the Space Beagle is a real-time simulation of a science fiction space fantasy adventure. You are the main character in the continuation of the epic adventure, **Jupiter Mission 1999**. Prior ownership of **Jupiter Mission 1999** is not necessary to play **The Quest of the Space Beagle**, but is recommended. **Jupiter Mission 1999** is available from Avalon Hill's Microcomputer Games Inc.; consult current Parts Price Catalog.

In **The Quest of the Space Beagle**, you begin lost in an unknown galaxy many light years from your home planet, Earth. Your ultimate goal is to find your way back to your distant home. The path will prove to be arduous, providing many exciting challenges.

Your first mission is to pilot a fleet of robot fighter ships against the battle fleet of a warlike species threatening your hosts' planet. With a bit of skill and some luck you should be able to vanquish the aliens and conquer their home world. You will then be expected to undergo "The Rite of the Emperor" in the mysterious and deadly Labyrinths of Kamerra. If you survive the perilous ritual, you will face the most difficult challenge of all: to explore the known universe (with authentic navigational star maps and a powerful alien hyper-drive) in quest of the tiny planet Earth.

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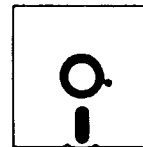
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JUPITER MISSION 1999: Part II

LOADING INSTRUCTIONS



1. Ensure 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.
NOTE: on some Atari XL computers you will have to first load the TRANSLATOR disk.
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 1: Ensure that you do not write-protect the game diskettes.

NOTE 2: Some unusual techniques were used to create the graphic effects in **The Quest of the Space Beagle**. One effect employs alternating graphics screens every 60th second, which considerably extends the graphics capabilities of the Atari computer. A side effect of this technique is a flicker. This is normal, and within a few moments you should be able to ignore this side effect. Everything possible was done to minimize this flicker by using only those low intensity colors that offer the sharpest resolution.

The Quest of the Space Beagle pushes your video display to its limits. Top quality televisions and video monitors are up to this challenge, but poor quality televisions may lose a bit of picture quality. It is imperative that your color is correctly adjusted if you are to enjoy the full spectrum of high resolution colors. Therefore, please adjust your set either before or during the initial stages of play. Turning out all the lights in the room will also improve picture quality.

PLAYING THE GAME

The quest begins with the introduction graphics and theme music. At this point you must decide whether you want to play a new game or restore a previously saved game. A new game can begin with the introduction text or you may choose to skip directly to game play.

NOTE: When reading the introduction text the joystick may be used to control the speed the text scrolls (forward = fast; backward = slow).

In order to shorten the loading time, the screen has been turned off during disk loading. Although the screen is black, the program is loading (as your speaker will indicate). Should a problem in loading develop you will be given instructions.

If you follow all of the directions provided you will encounter no problem in playing the game. But please—**READ THE DIRECTIONS!!**

IMPORTANT: Save your game frequently to prevent an undue amount of repetitive play.

SAVING A GAME

Should you decide to save the game, press the **ESCAPE** key and follow the instructions on the screen. The game will be given a Saved Game Number. The points at which each program can be saved is as follows:

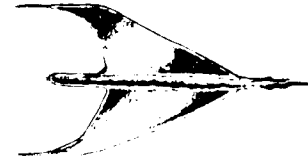
SPACE BATTLE program: this game can be saved from the Scanner Map Display just prior to assuming control of any robot fighter.

LABYRINTHS of KAMERRA program: this game can be saved at any time except after the exit chamber has been reached. At this point you can quickly enter the Exploration Section and save the game from there.

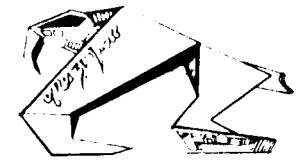
EXPLORATION program: this game can be saved from the Navigational Map Display.

Up to four games can be saved at any time. If four games have previously been saved, then you will be given the option to erase one of the old saved games and save the present one.

GAME PROGRAMS



Robot Fighter



Gentuzian Fighter

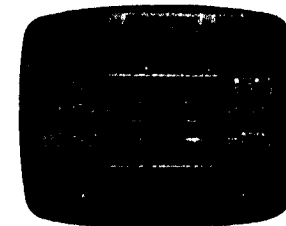
SPACE BATTLE

The object of the Space Battle is explained in the introduction text on the screen. You have 10 robot fighters with which to destroy 40 Gentuzian vessels and capture the alien planet.

SCANNER MAP DISPLAY: depicts space immediately around the home world of the Gentuza. Scanners will plot the position of the *Space Beagle* and the robot fighters, as well as the positions of the enemy ships.

FIGHTER CONTROL: you will take control of your robot fights one at a time and attack the Gentuzian vessels. They will be trying to destroy the robot fighter. Use the joystick to control the movement of the robot fighter and the "fire" button to fire the lasers. A single press will fire a burst from each of the robot fighter's twin front-mounted lasers. Holding the "fire" button down will fire a succession of rapid shots. Beware of overheating your cannon, however!

Space Battle Display



SCREEN LAYOUT: the screen depicts the view from your robot fighter's cockpit. The centermost rectangle delineates the area in which the energy bursts from your cannon are most likely to impact on enemy units.

MARK: indicates the course heading (in degrees) relative to the home planet of the Gentuza (000,000). Once all Gentuzian warships are destroyed you must navigate to the Gentuzian home world and capture it.

Your task may seem difficult at first. Destroying the enemy ships is not easy. They rarely be in the center of the rectangle on your screen in order to be effectively hit. Occasionally, an enemy vessel will turn yellow when hit but otherwise be unaffected. They, too, have shields.

You will discover that the Gentuzian vessels are most vulnerable on their wingtips. It is fairly easy to avoid enemy fire; just plot a flight pattern that will intersect the Gentuzian's flight path to maximize your firing effectiveness. Take your time; it can be done!

LABYRINTHS OF KAMERRA

You must first survive the Labyrinths of Kamerra in order to later be able to quest for the planet Earth. The Gentuzians have placed you in the Labyrinth. Your objective is to solve the problems of the Labyrinth and find your way to the only exit. Your attempt will be limited by your Stamina and your life support suit's Oxygen supply.

STAMINA: a reading of your remaining strength. Your stamina decreases during the course of the game as you encounter the mysteries of the Labyrinth. A reading of 100 means you are at full strength.

Stamina Reduction: there are three ways in which your stamina is decreased . . .

- bumping into objects
- contact with an Ardillian Whipstinger
- contact with a Quordish Sycophant

Energy Rations: there are three Energy Ration Packs hidden in the Labyrinth that will restore your stamina to 100.

OXYGEN: your life support suit will keep you alive as long as your Oxygen supply lasts. A reading of 9999 means your oxygen tank is full.

Oxygen Reduction: your oxygen supply decreases at a constant rate. No fair holding your breath.

Oxygen Tanks: there are three spare oxygen tanks hidden in the Labyrinth that will restore your oxygen tank's supply to 9999.

NOTE: Each energy ration and oxygen tank is used by walking up to the item and standing next to it for a moment. When a tone is heard the item disappears and the text window will announce that you have used the item. Be sure you really need the refill before restoring. If you waste it, you will not have it later when you might need it more urgently.

MOVEMENT: toggling the joystick will move your figure in the appropriate direction. When the figure reaches a screen boundary, the screen will automatically scroll so that the figure is always visible. Once the figure begins moving, pressing the fire button will cause the screen to scroll in the direction the figure is moving. Once scrolling has begun using the fire button, it is not necessary to move the "stick" to maintain movement. The screen will continue scrolling until the fire button is released or you encounter something. The fire button will have no effect once you have scrolled the map to its limit in a given direction. At this point movement **must** be made with the joystick alone.

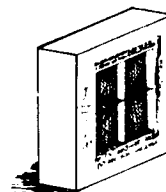
ENCOUNTERS IN THE LABYRINTH: following is a list of objects (animate and inanimate) that may be encountered in the Labyrinth . . .



Ardillian Whipstingers: these alien copper-based beings thrive in the cool dampness of the Labyrinth. Ardillian Whipstingers generate a high voltage electrical current that is not pleasant. They can also shoot their invisible current a short distance. Touching a wall in the vicinity of a Whipstinger drastically increases your chance of being stung because you are better grounded. Of course, actually touching one of these nasties will also give you a rather large jolt.



Quordish Sycophants: are a semi-intelligent lifeform comprised of pure energy. They are usually visible as a sparkling cloud but can become almost invisible when they disassociate to pass through a solid object. The Quordish Sycophants exist by absorbing the life energy of any living creature it touches. Normally they are too lazy to bother with disassociating to pass through a wall. However, Sycophants are extremely sensitive to any movement from a living being. Once movement is detected, they will often begin passing through walls to reach the prey. Very few creatures in the universe can survive many encounters with this parasitic lifeform. But if one is quick they can be avoided, since they tend to meander aimlessly in their movement.



Computer Banks: there are three Computer Banks in the Labyrinth. Each can be activated by standing in front of it until a plinking sound is heard. A text message will subsequently indicate that you have activated the relays. One of the problems you must solve is the purpose of the three Computer Banks.

Pits: there are four pits in the Labyrinth that you must circumvent.

EXPLORATION

BACKGROUND: with the Gentuzian Hyperdrive and Intraspatial Navigational Scanners newly installed in the *Space Beagle*, you now have some hope of finding your way back to Earth. However, you now face what might prove to be your ultimate challenge, as neither you nor *Beagle* know where home is.

The Faunian computers had linked with *Beagle* in the hope of matching the captured micromaps of the *Gentuz* with the star maps in the *Beagle*'s memory banks. But the attempt failed; *Beagle*'s memory banks were badly damaged in the asteroid belt only months after *Space Beagle* had left Earth (see **Jupiter Mission 1999**).

The Faunians did manage to figure out that their own galaxy was within the supercluster humans call NGC3396. It seems that *Beagle*'s navigational Ident circuits are operational. Therefore, once you are within a section of space, *Beagle* can run a match on the star systems surrounding you with what little remains of its earth-programmed Navigational memory and come up with a name for the supercluster, galaxy or star. Unfortunately, *Beagle* will probably be unable to correlate such information with any cohesive spacial map to deduce the exact bearings of Earth's local cluster, within which lay the Milky Way and Sol, the small star that warms and nurtures humankind.

Part of this problem is due to the fact that humans conceived of traveling from one place to another through three-dimensional space, while the Gentuzian Intraspatial Navigational Scanners (now installed on the *Space Beagle*) calculate point-to-point travel in the hyperspatial temporal dimension: literally by moving around a three-dimensional area. Thus, it is impossible for *Beagle* to correlate the Gentuzian coordinates with the earth-stored coordinates until the *Space Beagle* is physically present within a set spacial matrix. According to the Heisenburg Uncertainty Principle of Quantum Mechanics, it is impossible to specify simultaneously the exact position and momentum of a particle. In the case of using the Hyperdrive to move within the trillions of cubic light years to be searched, the *Space Beagle* is the particle. You will have to be at rest to know where you are.

Warping through hyperspace is the only feasible way to travel such mind-boggling distances, as no time passes in hyperspace. Thus a ship could travel 100-million light years or more in literally no time.

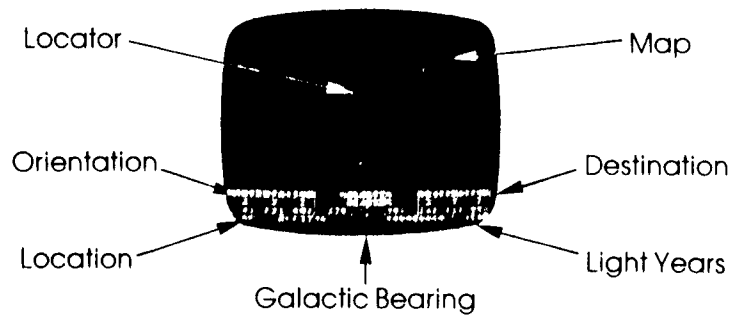
GOAL: your goal in the Exploration portion of **The Quest of the Space Beagle** is to search through the known universe and locate Earth's solar system and return home. To do this, you will need to be familiar with the complex operation of the Gentuzian Navigational Scanner and Hyperdrive.

NAVIGATIONAL SCALES: the scanner display accurate 360° panoramic view of space as seen from the present position of the *Space Beagle*. As the position of the *Space Beagle* changes, the scanner display will also change to depict the positions of the star field relative to the ship's position. What you see is what the view would actually be from these locations in space. You will pass through three scanner scales in your quest:

- **Supergalactic Scale:** displays the superclusters in the known volume of space. The maximum scale here is over 200,000,000 light years. This is the scale at which the Exploration commences. Your objective in Supergalactic Scale is to locate the Local Supercluster within which lies the Milky Way galaxy.
- **Intergalactic Scale:** displays the galaxies within our Local Supercluster. The maximum scale here is 2,500,000 light years. Your object in the Intergalactic Scale is to locate the Milky Way galaxy. Once Intergalactic Scale is entered you may not return to Supergalactic Scale.
- **Intragalactic Scale:** displays the stars within Earth's arm of the Milky Way. Maximum scale here is 200 light years. Your object here is to locate Sol, the Earth's sun. Once Intragalactic Scale is entered you may not return to Supergalactic Scale.

SCALE CHANGE: Should you locate either the Local Cluster, the Milky Way or Sol (goal objects) you will be given the opportunity to decrease the scanning scale to scan for smaller-scale stellar objects, or to continue to Hyperdrive to new destinations in the present scanner scale. If you decide to remain in the present scale, you may later reduce the scanner scale by warping to the goal object again and following the on-screen instructions to reduce the scanner scale.

Navigation Scanner Display



Map: the upper portion of the screen displays the star map. The degree markings on the grid indicate the angle in relation to the present spatial heading of the *Space Beagle*. In the center of the map is the Locator.

Locator: this cursor is positioned atop a map point (using the joystick) in order to determine the point's identity/location.

Orientation: displays the three-dimensional coordinates of the *Space Beagle*.

Location: displays the name of the Supercluster, Galaxy or Star where the *Space Beagle* is located. If a hyperjump is mis-computed the location will be "SPACE".

Destination: displays the three-dimensional coordinates of the stellar object framed within the Locator when the fire button is pressed.

Light Years: displays the distance in light years to the stellar object framed within the Locator.

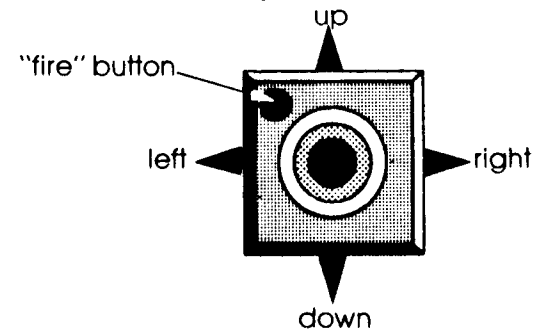
Galactic Bearing: displays the heading of the stellar object framed within the Locator in relation to zero heading on the Supergalactic Plane.

SCANNER OPERATION: the following procedures are to be used in order to successfully operate the Gentuzian Intraspatial Navigational Scanner . . .

Scroll Star Map: move the joystick left or right to scroll the panoramic map. The current map is of that portion of space surrounding *Space Beagle* as indicated by the Galactic Bearing and ship heading grid. Note that 0° is to the bow (nose) of the *Space Beagle*; 180° to the stern (tail); 90° to the starboard (right); and 270° to the port (left).

Move Locator: moving the joystick up or down moves the Locator up or down on the Map Display area.

Joystick Control.



Display Destination & Light Years: once a stellar object is framed within the Locator, pressing the fire button will cause the stellar object's Destination coordinates and distance in light years to be displayed. Additionally, if the stellar object has already been visited and identified by the *Space Beagle* the name of the object will also be displayed on the screen. If the stellar object has not been identified, the screen will print the word UNKNOWN next to the object.

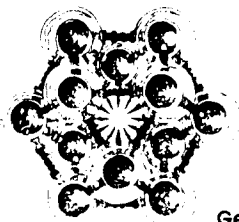
NOTE: There is a limited number of suitable locations where the computer can display the information on the stellar object. The program tries to display the information in a blank area near and to the right of the object. Sometimes it is not possible. The computer may occasionally print over other information or choose not to print anything. When this occurs all the readouts at the bottom of the screen are still accurate to the stellar object in question. If you discover the stellar objects are so close together that this problem has occurred, try pushing **SELECT**. Then, once the screen has stopped scrolling, push **OPTION**. The computer will try to rewrite most of the stellar names already scanned so that the names are all readable.

Prepare for Hyperdrive: use the following function keys to prepare the *Space Beagle* for Hyperdrive . . .

SELECT Once you have examined the various stellar objects on the map using the Locator and have decided on your next destination (by putting the cursor over the object) press **SELECT** to set the *Space Beagle* to the new special heading in readiness for operating Hyperdrive.

OPTION To change your destination after the SELECT key has been pressed (or if the SELECT key was pressed before a destination was properly set) press **OPTION** to return to the Scanning mode and choose a new destination.

START Once the destination and spatial heading of the *Space Beagle* is properly set press **START** to activate Hyperdrive. At this point Hyperdrive will commence; there is no turning back.



Gentuzian Hyperdrive

HYPERDRIVE: once a course is chosen to a stellar object it is your task to pilot the *Space Beagle* into a correct Hyperspace approach so that the ship will make a successful Hyperjump.

Traveling in Hyperspace has little to do with movement in normal three-dimensional space. All movement occurs in the fourth-dimension of Time. When the Hyperdrive is activated, the *Space Beagle* begins moving in a direction perpendicular to each of the three spatial dimensions. In effect, the *Space Beagle* moves into itself at an ever increasing rate of acceleration. When the rate of acceleration reaches lightspeed, the ship implodes free of three-dimensional space and into the realm of Hyperspace. As Einstein suggested, at lightspeed time stops relative to the awareness moving at lightspeed. So for you the relative time spent in Hyperspace is literally no time; Hyperspace is experienced as a single flash. Re-appearance in normal space at a new location occurs in an eternity/no time.

Unfortunately, as a Hyperspace-driven vessel accelerates into the fourth-dimension, temporal perturbations occur that "wobble" the vessel off-course. These perturbations must be compensated for if the ship is to arrive at its chosen destination. A computer (such as *Space Beagle's* Beagle) is unable to adjust the temporal imbalance because time is an aspect of organic awareness and must therefore be adjusted by an organic awareness; in other words, you!

The difficulty of the Hyperjump (the intensity of temporal perturbations) is dependent on the distance of the stellar object being jumped to. For some not-yet-understood reason, the difficulty of a Hyperjump is a wave variable with the distance from the orientation point in three-dimensional space to the destination point (also in three-dimensional space). The difficulty of the wave pattern is as follows...

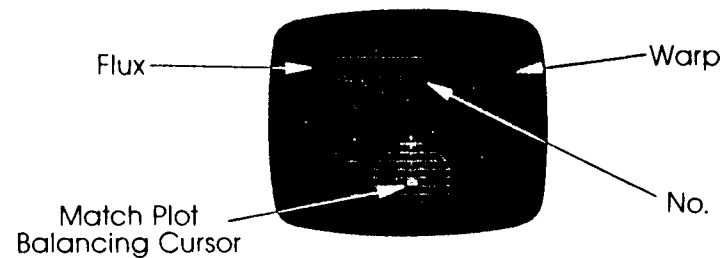
Supergalactic Scale: the shorter the jump, the easier it is to accomplish. The longer the jump, the more difficult it is due to an increase in the temporal perturbations.

Intergalactic Scale: matches the waved pattern of the Supergalactic Scale.

Intragalactic Scale: here an unusual inversion occurs. For some reason it becomes more difficult at this scale (under 100 light years) to achieve warp due to an increase in the temporal perturbations at the shorter distances. Longer jumps here are easier to accomplish.

HYPERDRIVE OPERATION: once the Hyperdrive is activated there is no stopping it until the Hyperjump is completed and *Space Beagle* reenters normal space/time. It is during the Hyperjump that you must temporarily guide your vessel to its chosen destination. As you enter Hyperspace your video monitor will display the Hyperwarp Temporal Imbalance Sensor Grid.

Hyperwarp Temporal Imbalance Sensor Grid Display



The Hyperwarp Temporal Imbalance Sensor Grid is superimposed over the exterior view of the nearest starfield (*Space Beagle* is still moving relative to normal space). The Warp Sensor will indicate the Temporal Imbalance on the Sensor Grid as a series of light tones. You must **sequentially match** the pattern of light tones in order to balance the temporal imbalance caused by the Hyperjump.

Flux: measures the increasing flux caused by temporal imbalance due to each incorrect Match Plot. Too much Flux (the amount is variable with the distance involved in the Hyperjump) will cause a Flux imbalance that will deflect the point of reentry into normal space from the chosen destination coordinates. Your reentry into normal space will therefore be at a random set of coordinates in the volume of space surrounding the original destination coordinates. The greater the Flux after a Flux imbalance occurs, the greater the reentry error will be.

No.: indicates the number of light tones remaining to be Match Plotted.

Warp: the percentage of warp speed attained. When the Warp readout reaches 1.00 the Hyperjump will begin. Each correctly Match Plotted temporal imbalance will increase the Warp percentage (an incorrectly matched one increases the Flux, see above).

Use the joystick to move the Match Plot Balancing Cursor on the Grid. When you have the Cursor positioned over the appropriate grid location where the light appeared, press the "fire" button to activate the Match Plot Balancing systems.

EXAMP The light appeared sequentially in sectors 6, 8, 1, 2, 4 and 6. In order to balance the temporal imbalance you must move the Match Plot Balancing Cursor in the same sequential manner. First, put the cursor in block 6 and press the "fire" button; then move the cursor to block 8 and press the "fire" button again, etc.

A correct sequential Match Plot balances that light tone of the temporal imbalance sequence. A repetition of the matching warp sensor tone indicates a correct Match Plot and will increase the Warp percentage on the readout display above the grid. A correct Match Plot is indicated by a beep.

An Incorrect sequential Match Plot causes increased Flux in the Hyperspace jump. An Incorrect Match Plot is indicated by a buzzing sound; the Warp percentage will decrease and the Flux will increase.

IMPORTANT: you are allowed only one Match Plot attempt for each light/tone Match Plot.

NOTE: Navigation [B] means push "fire" button to return to navigation.

GAME END

Your mission is completed when you successfully bring the *Space Beagle* into solar system of Sol and can see the beautiful planet Earth. Good luck!

YOU NAME IT, WE NAME IT . . .

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The Avalon Hill Game Company

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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.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all 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.