Jupiter Mission 1999

Scott Lamb's
Interactive
Space Fantasy
Adventure

TALBOT '23

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Jupiter Mission 1999 ™

Scott Lamb's Interactive Space Fantasy Adventure

Jupiter Mission 1999 is Avalon Hill's Trademark Name
for its Microcomputer Space Adventure Role Playing Game.

#4 Jupiter Mission 1999
#3 Jupiter Mission 1999
#2 Jupiter Mission 1999
#1 Jupiter Mission 1999
Atari® Home Computers, 48K
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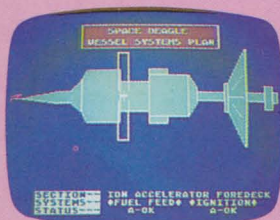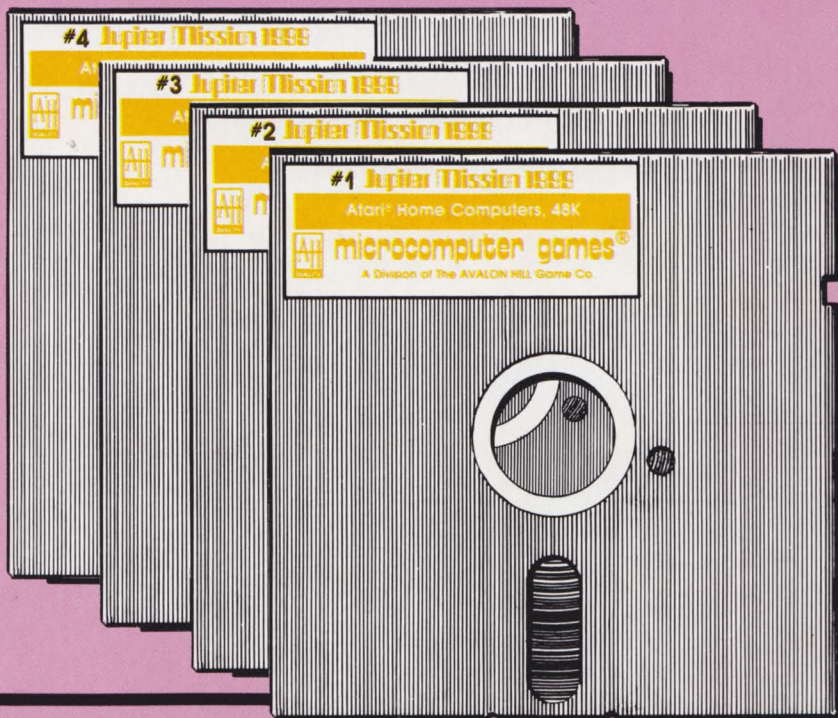
Ship Status Display:
Damage report

Navigation Display:
Used to plot course

Science Lab Display:
Probe report

Science Lab Display:
Jupiter system diagramatic

RRRING!!!   RRRING!!!   RRRING!!!

Too early on a chilly January morning, I was jarred awake by the noxious blaring of my traitorous doorbell. As I moved to accost the unknown aggressor, with the full force of semi-conscious wrath, I pulled on my robe and lost my dignity to the pain of a stubbed toe. Now fully awake, I opened the door, prepared to educate the mysterious interloper on the meaning of manners. My determination to this end was somewhat shattered when I saw two large men clad in long overcoats and wide-brimmed hats. Instinctively, I tried to slam the door. My retreat to safety was denied by the advance of the strangers. Before I could protest their entry, my vision was drawn to the shining silver badges that hung from their now unfolded wallets. They were government agents.

Hesitantly, trying to remember any crimes that I had ever committed, I invited them into my home. At their request, I produced my driver's license and other forms of identification. After examining these credentials, they asked me to pack a bag for an extended journey. After some protest and argument, I was made to understand that my options in this matter were less than limited. My country needs me, they said—with the clear implication that either I pack and dress or I take an extended journey in my robe.

This is how my adventure began. From my cold apartment, I was taken to a towering vehicle for an emergency mission to Jupiter. My very life on the line and, possibly, the survival of the planet Earth as well, and only God knows what other kind of perils await.

JUPITER MISSION 1999 is a highly detailed role-playing space adventure game that includes challenging arcade segments and mystifying puzzles. **Four separate program disks** are enclosed to test the creative imagination of the **advanced** computer gamer. **JUPITER MISSION 1999** is ready to run on your Atari® Home Computer with 48K memory and one disk drive.

Porthole View
of Jupiter and a moon

Lander Approach Display:
note descending spaceship

Exploring an
Alien Complex

Exploring an
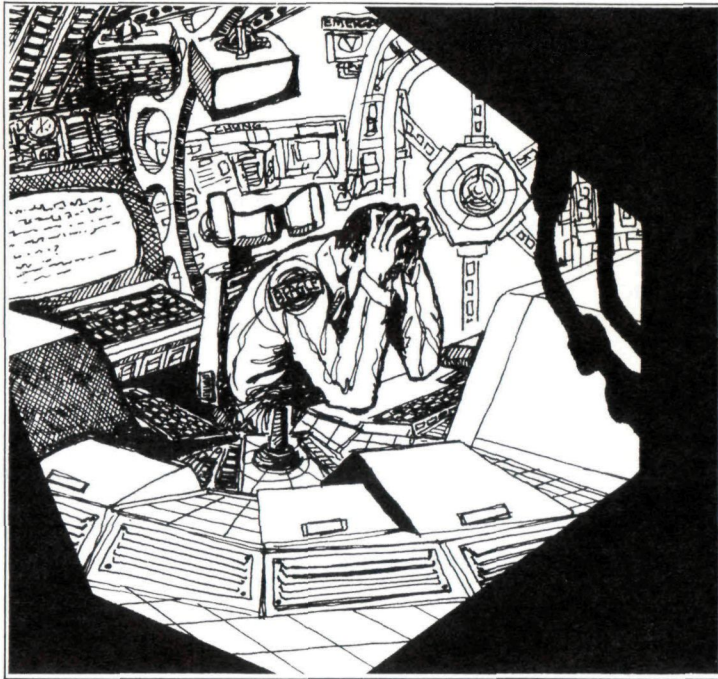Alien Space Station

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Baltimore, Maryland • Printed in USA

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Warner Communications

Joystick required

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.

Jupiter Mission 1999
PART 1
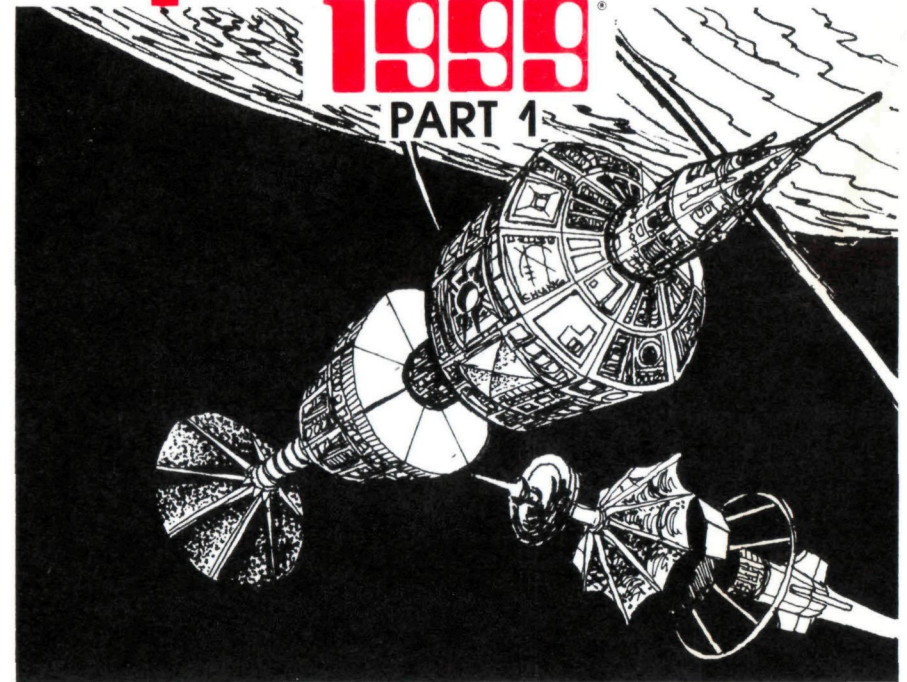
for Atari® Home Computers, 48K Memory, Disk
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INTRODUCTION

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 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.

Game Design:
Scott Lamb

Package Art:
Jim Talbot

Paste-Up:
Charles Kibler

Illustrations:
Winchell Chung

Production Coordination:
Phyllis Suddeth

Typesetting:
Colonial Composition

Prep. Dept. Coordinator:
Elaine M. Adkins

Printing:
Monarch Services, Inc.

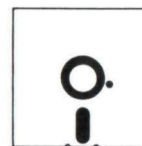**Playtesters:**
David Aley
Winchell Chung
Larry McCauley
Tommy Shaw
Greg Handy
David Kuijt

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.

PLAYING JUPITER MISSION 1999

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.

SCIENCE LAB: Logistic problem solving game; a probe must be sent 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.

The Space Beagle
CUTAWAY SECTION VIEW

- Communication Deck
- Weaponry Deck
- Command Bridge
- Computer Deck #1
- Computer Deck #2
- Science Laboratory
- Crew's Quarters
- Forward Supply Hold

- Lander Launch Bay
- Science Probe Launch Bay
- Robotics Deck
- Life Support Systems
- Ion Accelerator Foredeck
- Chordionic Field Ring
- Fuel Tank #1
- Fuel Tank #2
- Engineering Deck #1
- Engineering Deck #2
- Aft Cargo Hold #1
- Aft Cargo Hold #2
- Magnetic Field Coil

- Ion Acceleration Tube

- Ionization Ring

- Particle Shield Cone

- Ion Acceleration Tube
- Inverse Repulsion Ring
- Ion Discharge Nozzle

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.

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

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult parts list for current price.

The Avalon Hill Game Company
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.

USSN

United States
SPACE NAVY

Washington, D.C.

TOP SECRET!

SEALED ORDERS!
for your eyes only
Ranking Captain
U.S.S.N. Space Beagle

Jupiter Mission 1999

disk 1

SEALED ORDERS:

Open only in event of emergency!
See Instruction Manual (p. 5) before opening.

TOP SECRET!

Excerpts from selected
Space Beagle technical manuals:

from TM:5600 **Offensive/Defensive Hardware**

234.5   The Space Beagle is armed with one Northrop HE23-17 hard focus blaster cannon. The fire control display will operate according to design specifications only if crosshairs are in the upper 75% of the target screen.

from TM:2300 **System Overview**

II.45   The Space Beagle is composed of 62 ship systems, with two on each deck.

II.45.a   Each system is composed of three sub-modules: Red module, Blue module, and Yellow module.

II.46   In the Damage Control Display (DCD) the level of damage in each sub-module is indicated by a tone.

II.46.a   The higher the tone, the worse the damage.

II.47   The Damage control system works on only one sub-module at a time.

II.47.a   The sub-module currently being repaired is indicated by the short bar under the flashing Module Status Bar (MSB).

II.47.b   The sub-module being repaired may be changed by inputing a number from 1 to 3 to the keyboard. The Current Sub-module bar (CSB) under the MSB will change to the appropriate color.

II.48   When a set of same colored blocks appears on the MSB, the tone will indicate the damage level of that colored sub-module.

II.49   To initiate repairs: Select a sub-module to work on according to II.47.b. Observe the MSB. When a set of same colored blocks appears which matches the CSB press the joystick button.

II.49.a   If you were successful, the damage level for that sub-module will go down. Repeat that procedure until the color stops flashing and the tone stops fluctuating.

II.49.b   If you were unsuccessful, it meant the wrong color was showing when the firebutton was pressed.

II.50   If any of the three sub-modules exceed the maximum damage level, the whole system is permanently lost.

II.51   Once one sub-module is repaired, its color will no longer appear on the MSB. A repaired section (all three sub-modules) exhibits a pleasant chordal tone. The CSB will automatically change to the next sub-module.

II.52   Once all three sub-modules are repaired, the whole system is back on line and functional.

II.53   Certain systems are critical, as failure to repair them will result in the destruction of the Space Beagle.

System	Deck
Ignition	Ion Accelerator Foredeck
Metering	Chordionic Field Ring
Diagnostics	Chordionic Field Ring
Ion Engine	Engineering Deck #1
Power Ratio	Engineering Deck #1
Pulse Rate	Magnetic Field Coil
Field	Inverse Repulsion Ring

II.54   Certain other systems are not critical, but failure to repair them will compromise the Beagle's ability to carry out its mission.

from TM:1345 **Supplies and Consumables**

2777294.8   Fuel consumption is as follows:

Blaster   0.05 units/shot

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Washington, D.C.

TOP SECRET!

Jupiter Mission 1999
disk 2

SEALED ORDERS:

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See Instruction Manual (p. 5) before opening.

TOP SECRET!

disk 2

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Excerpts from selected
Space Beagle technical manuals:

from TM:1345 **Supplies and Consumables**

2777294.8   Fuel consumption is as follows:

Ion drive	4 units/degree course change
Impulse drive (long range)	8 units/degree course change
Impulse drive (short range)	1 unit/dcc
launch probe	10 units

from TM:4530 **Mission Parameters**

ivx.3   The Ion accelerator is a low acceleration, long endurance propulsion system suited for long range cruising.

ivx.4   The Impulse Engines are high acceleration, short endurance propulsion systems suited for maneuvering in the Jovian System.

from TM:7000 **Auxiliary Craft**

1123.45   Space Beagle carries two Fairchild MK-XIV long range probes for reconnaissance of the Jovian System. One is a back-up. Each probe has enough delta-vee to visit every moon in the Jovian System. Findings are reported by standard UHF radio. The Beagle's Probe Command System (PCS) can only handle one probe spaceborne at a time.

1123.60   Due to the limited size of the probe's on-board computer, it must be reprogrammed for each new task by radio commands from the Beagle. Commands for course change and scanning are ordered by the PCS. They are then sent to the probe via Probe Comm (PCM) for implementation.

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TOP SECRET!

Jupiter Mission 1999

disk 3

SEALED ORDERS:

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See Instruction Manual (p. 5) before opening.

TOP SECRET!

Excerpts from selected
Space Beagle technical manuals:

from TM:1345 **Supplies and Consumables**

| 2777294.8 | Fuel consumption is as follows: |
| | launch lander | 5 units |

from TM:7000 **Auxiliary Craft**

1150.23	The Space Beagle carries two Norge-2000 orbit-to-surface planetary landers. These transport remote control robot probes to the surface of interesting moons.
1151.17	In the event of computer failure, manual landing of the landers must be carried out from a joystick equipped terminal. This should only be attempted by personnel with at least a Masters Certificate in Orbital Piloting.
1151.18	The Manual Landing Display (MLD) has two sections. The upper is a graphic display of the section of lunar surface the lander is currently over, as determined by side-looking radar. The lower section displays the following information: ALT-altitude of the lander, DEG-longitude of the point of land directly beneath the lander, SP-lander's speed. FUEL-fuel remaining.
1151.19	The pilot should orbit the moon fully and note the longitude of any features of interest. A landing site should then be determined.
1151.20	First the de-orbit maneuver must be performed. The lander must be oriented so that the nose is 180° to the direction of flight. The joystick button is pressed and held for the burn. The pilot should initiate the burn about 100° of longitude before the intended landing site. Once the lander's speed is reduced below 8, the lander will de-orbit.
1151.21	The Pilot must then ensure that the lander's speed and altitude are both zero when at the longitude of the desired landing point. The pilot can control the vertical component by burning with the lander oriented 90° to the line of flight. The horizontal component may be similarly controlled with the lander 180° to the line of flight. Both components may be controlled by burning with the lander in a 135° attitude.
1156.44	After lift off, establishing orbit requires the lander's altitude to be 120 and the speed to be 8.
1156.45	IMPORTANT: The Norge-2000 lander has insufficient fuel reserves to land and then lift off into orbit without refueling. Refueling supplies are unlikely to be found on a primitive Jovian moon.

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SPACE NAVY
Washington, D.C.

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Jupiter Mission 1999
disk 4

SEALED ORDERS:
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See Instruction Manual (p. 5) before opening.

TOP SECRET!

disk 4

USSN
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memo:

Mission Parameters beyond this point exceed prognistic capabilities of USSN tactical computers.

Operation beyond this point is left to the discretion of the Operative.

Stanley McCleary III
Fleet Admiral, USSN

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