


# JUPITER LANDER

## Instructions for use

### SETTING UP

Read all instructions carefully — Check you have followed the correct procedure for setting up the VIC and inserting this cartridge.

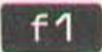
Once you have plugged in this cartridge and turned on the VIC you may find the picture is offset to the left of your TV screen.

To centre the picture use the  key. Each time you press this key the image will move across the screen to the right. Keep pressing this key until you are satisfied the image is centred within your screen.

### OBJECTIVE

Your task is to successfully land your Lander space craft on the planet surface. There are three landing sites to choose from, each with a degree of difficulty. Each time you land correctly your space craft fuel tanks are replenished. The game is over when your Lander space craft runs out of fuel.


### HOW TO START THE GAME

Press the  function key to start the game. This is the large key at the extreme top right hand of the keyboard.

### HOW TO MANOEUVRE THE LANDER SPACE CRAFT

The Lander has three levels of basic thrust. These are activated by pressing the following function keys:—

 For maximum thrust

 For medium thrust

 For low thrust.

Using the maximum thrust key will slow the descent of your Lander space craft dramatically, but in the event uses more fuel.

Using the small rockets on both sides of the Lander enables you to manoeuvre your craft either right or left. These are activated by pressing the following keys:—



Moves the Lander to the right



Moves the Lander to the left.



## FUEL TANK

When you start the game you will notice the fuel tank of your Lander is full. As you use the main engine or the directional rocket thrusts during the game, your fuel gauge shows how much fuel has been used. Each time you land correctly the more points you will score.

## LANDING SPEED

To land your space craft at the correct speed so as to win points, use the scale on the right of the screen. This shows your descent speed in Metres per second.

To score points the descent speed indicator must be within the square (as shown in the diagram). If the indicator is below the square, this means you were coming in to land too quickly.

The higher up the speed indicator needle is within the square when landing, the greater the points scored.



## LANDING SITES

There are three landing sites. The easiest landing site is worth twice the number of points scored, assuming you have landed correctly within the square. The next hardest site is worth 5 times your landing score; the hardest of all is the third alternative landing site, this is worth 10 times the score.

Each time you land correctly the fuel tanks are replenished by the number of points scored.

Happy landings!