

HI-RES ADVENTURE #0

MISSION ASTEROID

40K
DISKETTE
ATARI
400/800



SIERRAVENTURE

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MISSION ASTEROID

TOP SECRET

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Atari conversion by
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MISSION: ASTEROID

Alright, cadet! A-TEN-HUT!

You're going to get a chance to be a hero.

At this very moment, a huge asteroid is just seven hours away from colliding with Earth. That's all the time you have to navigate your spaceship to the asteroid and destroy it.

If you fail, the whole planet will be blown to smithereens!

I told the general you're the only one for the job or my name isn't Commander Horatio Q. Kumquat!

What's that? You've never piloted a spacecraft before? Well, you're going to learn - and it had better be fast!

Now listen up! You're wasting precious seconds with all your questions. I'll answer a few, and the general will fill you in a bit. If you've got any more questions . . . well, figure them out for yourself.

What? You want to get to the spaceship. Not so fast, cadet. No one just takes off in a billion-dollar military rocket. There's a little matter of physical training, orders and red tape. Now come with me, and I'll drop you off at Mission Control.

To load the game*, Apple users, insert your adventure disk into the drive and turn on your computer. You will find yourself looking toward the Mission Control facility. You are now ready to begin your journey.

*Atari users, insert the disk into the drive and turn on the drive, then turn on the computer. Make sure there are no cartridges in the cartridge slots. You will find yourself looking toward the Mission Control facility. You are now ready to begin your journey.

I don't know anything more about your mission, cadet, but I can give you a few tips, so listen to your old Commander Kumquat.

The military system might not be perfect, but everything you will need to complete your mission is on hand. Search every nook and cranny of Mission Control and your spaceship. I'm sure you'll find the necessary supplies.

Along the way, you'll have a computer to help you - regular military issue. I've used one myself, and it's a fine gizmo. It only understands commands of one or two words, though. Just give the order and press ◀RETURN▶.

To go in different directions, you only need to type a letter: N for north, S for south, W for west, E for east, U for up and D for down.

Sometimes that isn't enough and you'll need to give it more information. For instance, if you want to go through a door, tell it to GO DOOR.

To take a closer look at objects, such as a sign, type LOOK SIGN.

If you see something you think you might need on your journey - a key, for instance - tell the computer to GET KEY. To leave it behind, type DROP KEY.

Occasionally, this gizmo will ask for more information about a command. For instance, you might type OPEN DOOR, and the computer will ask "WITH WHAT." Type in WITH KEY.

You'll be meeting people in Mission Control. If you want to speak to them, tell the computer. For instance, if you want to talk to a secretary, type TALK SECRETARY. But be careful who you talk to; this is a TOP-SECRET mission.

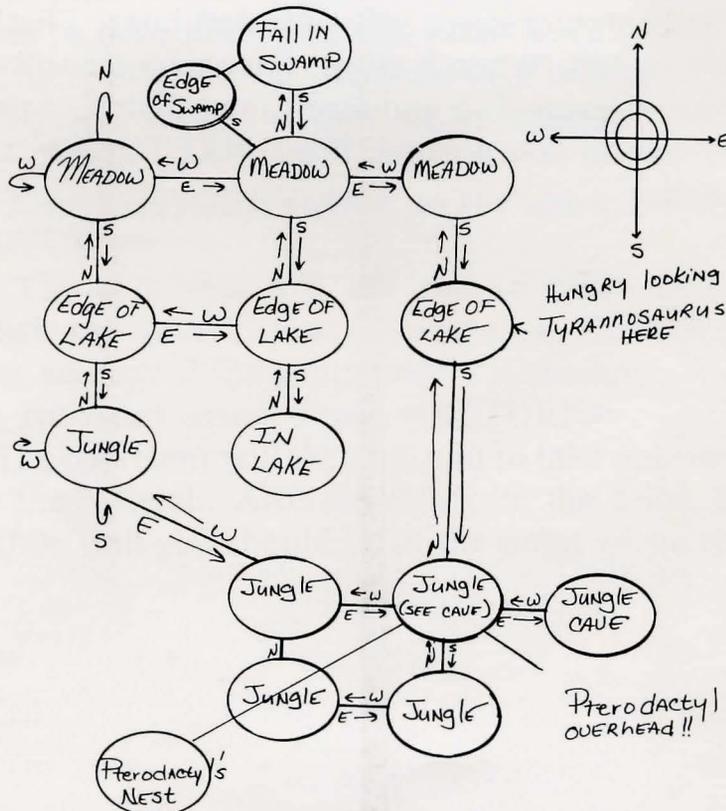
Don't be alarmed if the computer doesn't automatically follow your orders; keep trying different ways to say things.

Sometimes it will be helpful to look back at your recent commands. Press the ◀RETURN▶ key, and the last 24 lines of commands and description will pop up on the screen. Press ◀RETURN▶ again to return to the scene.

Now, let me tell you something else. You've never been in Mission Control - or space for that matter. That building is a virtual maze, with so many doors and hallways you'd think you'll never get out of there. Do like I do whenever I go see the general. Keep a map of where you're going and where you've been. It also helps to mark what you did in each of the rooms, especially if you're forgetful like most cadets.

It's important to look into every room along the way, and check out all of the directions; just make sure you know where you are.

Here's the type of map I keep. It works pretty well.



Now I've got something important to tell you. Come closer.

We've developed a device that, used properly, can save our hides if you should blow up. Its code name is "saving a game." If you get blown up, it's the only way to begin the mission again without starting from scratch.

It also lets you take five every now and then. You know, catch a catnap.

Now listen up, cadet. Here's your step-by-step plan for saving a game. It's in three parts, so pay attention.

PART I: GETTING READY

You'll only need to do this once.

Step 1. Get a blank disk or one with information that you don't care about. This will be your saved-game disk. If there's anything on it, you'll lose it in the next step.

Step 2. When you're ready to save the game, take out the Mission: Asteroid disk and insert your saved-game disk. Type INIT DISK in the space for command and press ◀RETURN▶.

Step 3. The computer drive will whir and buzz. That's the disk getting its new orders. When it stops, the computer will tell you to take out the saved-game disk and insert the Mission: Asteroid disk. You're now ready to save a game. Press ◀RETURN▶ to get back to your mission.

PART II: SAVING A GAME

Step 1. You'll want to save a game when (1) you want to take a break and turn off the computer; or (2) you've progressed far enough into the game that you don't want to start at the beginning if you die.

Step 2. When you reach a point you want to save, type SAVE GAME in the space for commands and press ◀RETURN▶.

Step 3. The computer will tell you to take out the Mission: Asteroid disk and insert your saved-game disk into the drive. Do that. It also will tell you to select a letter from A-0 for Apple users (from A-L for Atari users) to save the game under. Type in your letter and press ◀RETURN▶.

Step 4. The computer will tell you to take out the saved-game disk and insert the Mission: Asteroid disk. Do it. Then press ◀RETURN▶ to continue your mission.

PART III: RESTORING THE GAME

Step 1. You can restore a game after (1) returning from a break; or (2) if you've been killed and must start over again.

Step 2. Insert the Mission: Asteroid disk into the drive and turn on the computer. When the first screen appears, you're ready to restore the game.

Step 3. Type RESTORE GAME in the space for command and press ◀RETURN▶.

Step 4. The computer will tell you to take out the Mission: Asteroid disk and insert the saved-game disk. Do it. It also will ask which letter you saved the game under. Remember, A-0 for Apple users (A-L for Atari users). Press ◀RETURN▶.

Step 5. The computer will then tell you to take out the saved-game and insert the Mission: Asteroid disk into the drive. Do it. Press ◀RETURN▶ and you should be at the point where the game was saved.

Think you've got all that, cadet?

OK, enough top-secret jibberish! I've got just a few more things to tell you before you're on your own.

Think about all you'll need to successfully complete your mission and blow up that asteroid.

Mission Control is a top-secret building; don't forget to get the password you'll need to begin your assignment.

Next, space is a pretty big place, and that rocket isn't like driving a car. Do you have everything you need to navigate and control that spacecraft?

As for destroying that asteroid, make sure you have everything you'll need before lift off. Before trying to embark on your journey, check your inventory. You can do this by typing INV and pressing the ◀RETURN▶ key.

Well, cadet, that's about all the help I can give you. Now, get going! You're wasting time!

MISSION ASTEROID

by Ken and Roberta Williams

A terrible tragedy is about to happen . . . An asteroid of incredible size is headed for a direct collision with the Earth. The predicted impact could destroy all life here — unless something is done quickly.

As an astronaut, it's your duty to rocket to the asteroid and attempt to alter its course. There's no time to lose! If you don't do things exactly right and travel fast enough, there will be **DISASTER!**

The asteroid will collide with Earth at a pre-determined time. You are wearing a watch, which, if checked periodically, will let you know how much time you have left.

If you're quick and careful, you will save us all from oblivion. If not, don't bother landing on Earth again, you will have no home to return to . . . Good luck!



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