

2010: The Graphic Action Game

ENGINEERING REPAIR CARD

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION OR ADAM IS TURNED OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Insert the overlay into the controller: then plug the controller into port 1.

CHOOSING YOUR CHALLENGE

Insert the cartridge, then turn the game system on. Press the Cartridge Reset Switch. The Title Screen will appear, followed by the Skill Select screen. Press the matching Keypad Button to choose your skill level.

Skill 1 is a United Nations Space Commission training exercise aboard a Discovery simulator, orbiting at 3000 kilometers above Io. HAL is functioning and assists you in repairing and powering up the Discovery. Run a few training missions on the simulator before trying a harder challenge.

Skill 2 puts you aboard the Discovery at an orbital altitude of 2900 kilometers. You must power up and repair both HAL and the system circuits and leave Io orbit before the ship crashes to Io's fiery heart.

Skill 3 offers arcade-level challenges at a 2700 kilometer orbit. Danger threatens ominously in this tension-filled race against time.

Skill 4 is the toughest challenge of all, even for those with the right stuff! The Discovery's orbit has decayed to 2500 critical kilometers!

USING YOUR CONTROLS

KEYPAD BUTTONS:

Before the mission starts, pressing Keypad Buttons 1 through 4 allows you to choose your skill level.

After play, pressing Keypad Button * allows you to replay the same skill level; pressing Keypad Button # allows you to return to the Skill Select screen.

While onboard the Discovery:

Press either Keypad Button 1 or Keypad Button 3 when a circuit is displayed to return to the strategic view screen.

Press Keypad Button 5 to activate HAL-Assisted Circuit Powering.

Press Keypad Button 0 at any time during the mission to try to start the Discovery's engines.

Press Keypad Button 0 when Engines and Reactor systems are up to attempt a partial orbital boost. Press Keypad Button 0 again to shut the engines down during this maneuver.

Press Keypad Button * during play to pause game play: press * again to resume game action.

CONTROL STICK:

On the strategic view screen. pressing the Control Stick up. down. Left or right moves the scanner window in the selected direction to the circuit you want.

When a system circuit is displayed on the screen. pressing the Control Stick up. down. Left or right accelerates the spark in the selected direction along the circuit path from one CTI to another.

When repairing a burned-out CTI. pressing the Control Stick up. down. Left or right moves WALDO in the selected direction.

SIDE BUTTONS:

When the strategic view screen is displayed with the scanner window over a chosen circuit, press either Side Button to display the chosen circuit on the screen.

When a system circuit is displayed on the screen. press and hold in either Side Button to accelerate the power spark through the circuit path. Note that if you stop holding the Side Button in. a voltage drain occurs.

Left Side Button:

When a HAL circuit is displayed on the screen. press the Left Side Button to start the pulse moving through the circuit path. If you want to speed up the movement of the pulse through the path. press the Left Side Button again and hold it in. Note that voltage drain does not occur in HAL circuits.

When WALDO is positioned over a burned-out CTI and coded correctly for CTI replacement, press the Left Side Button to replace the CTI.

Right Side Button:

When a HAL circuit is displayed on the screen. press the Right Side Button to change the code in the CSI directly ahead of the spark in the circuit path.

When WALDO is positioned over a burned-out CTI. press the Right Side Button to cycle through the replacement CTIs until you find a matching CTI.

PAUSE

To pause during your rescue mission of the Discovery. press * on the keypad. The screen blanks and HAL plays you one of his favorite songs. Press * again to resume play.

ANOTHER MISSION?

At the end of a game, press * to replay the same skill level. Press # to return to the Skill Select screen.

CARTRIDGE RESET

The Reset Button on the console or ADAM stops the game and returns you to the Title Screen. It can be used to start a new game at any time, and can also be used in case of game malfunction.

SCORING

During your daring rescue mission aboard the Discovery. you'll earn high-energy MeVs (Million-electron Volts) for repairing and powering circuits. In addition, you'll earn a bonus of 2000 MeVs per skill level for every 100 kilometers left on the altimeter when you successfully leave to orbit.

TASK COMPLETED MeVs EARNED

Repairing a CTI 50 (Skill 1)

60 (Skill 2)

70 (Skill 3)

80 (Skill 4)

Powering a System Circuit 100 per CTI
(All skill levels)

Powering a HAL Circuit 3000 (Skill 2)

4000 (Skill 3)

5000 (Skill 4)

DISCOVERY REPAIR MANUAL

CONFIDENTIAL

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GREEN

TRANSMISSION 1

Begin Transmission....

Greetings, Major. This is Commissioner Thomas Charles from the United Nations Space Commission. During your voyage aboard the Leonov to Jupiter, I'll be your contact here at Mission Control. Hope you have a smooth trip.

Well, now to the job at hand. As you know, on its maiden voyage ten years ago the Discovery's crew disappeared and the abandoned ship has been orbiting Io, a Jovian moon, ever since. Our most recent data indicates that the Discovery's orbit is decaying and that without repairs the ship will crash into Io.

Your mission is to get the Discovery space worthy and out of Io orbit by repairing and powering systems' circuits-- Life Support, Communications, Engines, and Reactor --and repairing and powering the HAL 9000 computer. Once HAL is up and running, you'll have his assistance in powering up other systems' circuits.

I'll be transmitting data to you from time to time during the mission but, except for that, you're on your own out there. Next transmission: telemetry. Commissioner Thomas Charles, United Nations Space Commission out.

End transmission....

TRANSMISSION 2

Begin Transmission....

Major, we've got a time-sensitive situation here. The Discovery's orbit is gradually decaying and the ship is falling toward Io's volcanic surface. Computer projections show that increased orbital decay and circuit burnout are closely linked to sulfur storms generated by volcanic activity on Io. Keep an eye on your altimeter on the strategic view screen. It displays both orbital altitude and atmospheric disturbances on Io.

Next transmission: status indicators. Commissioner Thomas Charles, United Nations Space Commission out.

End transmission....

TRANSMISSION 3

Begin Transmission....

Major, prepare for briefing on the Discovery's status indicators. A schematic drawing of the Discovery covers the upper-third of the strategic view screen. The ship's circuits glow blue and red. Priority-blue circuits must be powered; priority-red circuits indicate a burned-out CTI (cryotronic interface) and must be repaired. A circuit that has been previously powered can burn out, forcing you to replace the burned-out CTI and repower the circuit. Keep scanning the schematic for trouble spots.

The systems' status and HAL indicators occupy the lower two-thirds of the strategic viewscreen. When the systems are down, the status indicator titles are red. As circuits are repaired and powered, the indicator areas begin to fill. When the systems are up, the status indicator titles strobe green.

Next transmission: powering system circuits. Commissioner Thomas Charles, United Nations Space Commission out.

End transmission....

TRANSMISSION 4

Begin Transmission....

Major, prepare for briefing and image transmission on powering Discovery's systems' circuits -- Life Support, Communications, Reactor and Engines. Briefing and image transmission on powering HAL circuits follows in later transmission. Refer to the Engineering Repair Card for circuit-powering procedure.

Note that all circuits on the schematic are alphacoded: Life-Support Circuits (L); Engine Circuits (E); Communications Circuits (C); Reactor Circuits (R); and HAL Circuits (H).

Your task is to accelerate the power spark through each CTI once and only once, connecting all the CTIs on the circuit path. When the circuit is powered, the CTIs and the circuit path strobe red. The strategic view screen will then appear. Note that unless the spark is constantly accelerated, voltage drain occurs and the spark slowly travels backward through the circuit path. Unless a circuit is correctly connected, it will not power up.

To power a system circuit: Move the scanner window to the circuit you want. When the scanner window is correctly positioned, the circuit's code will appear. Then call the circuit up on the view screen. The correct circuit is searched for and then displayed on the screen.

Move the power spark through the circuit path. Take care to avoid the flickering multicolored MFFs (magnetic flux fields). If an MFF hits a CTI while the spark is inside, the CTI burns out and must be replaced. If the spark passes through the same CTI more than once (except during voltage drain), the CTI burns out.

To replace a burned-out CTI, use WALDO, your shipboard repair drone. My next transmission will brief you on WALDO. Commissioner Thomas Charles, United Nations Space Commission out.

End transmission....

TRANSMISSION 5

Begin Transmission....

Major, prepare for briefing on repair drone WALDO. With help from you, WALDO replaces any burned-out CTI. WALDO will appear on your view screen whenever a CTI needs replacement.

Move WALDO to the burned-out CTI. Check your Engineering Repair Card for hands-on procedures for using WALDO. You'll know WALDO's in place when the locking-in activator in its upper left-hand corner flashes blue and yellow. Cycle through WALDO's CTIs until you find one that matches the burned-out CTI. Then activate your choice. WALDO replaces the burned-out CTI and then disappears. The spark returns to the start of the circuit path. Begin powering the circuit again. WALDO replaces CTIs in both system and HAL circuits and can be used as often as needed.

Next transmission: HAL circuit powering. Commissioner Thomas Charles, United Nations Space Commission out.

End transmission....

TRANSMISSION 6

Begin Transmission....

Major, how's everything going? As noted in previous transmission, prepare for briefing and image transmission on powering HAL circuits. To access a HAL circuit, first move the scanner window to an H-coded circuit and call it up on your viewscreen. You'll note that HAL circuits are composed of both CTIs and CSIs (cryosynaptic interfaces). CSIs are HAL's artificial intelligence components.

Note that the CSIs are coded: \hat{a} , 3 and \ddot{i} . These codes direct the path that the pulse takes. \hat{a} indicates a right turn on the circuit path; 3 lets the pulse go straight ahead on the path; and \ddot{i} bounces the pulse back to the previous CSI. To move the pulse through the circuit path, you'll

have to change the CSI's coding during powering. Refer to your Engineering Repair Card for the explanation of code-change procedure.

Your task is to move the power pulse from the start of the circuit path to its exit by changing the coding inside the CSIs.

To power a HAL circuit, accelerate the pulse through the CSIs, changing the coding as the pulse speeds along the circuit path. Unlike system circuit powering, you do not have to connect each CSI. Note that unless the circuit is correctly connected, it will not power up.

Avoid passing the pulse through a CTI as this burns the CTI out and returns the pulse to the start of the circuit. If this happens, use WALDO to replace the burned out CTI.

If a MFF hits a CSI while the pulse is in it, it does not burn out. Instead the pulse returns to the circuit's entrance and you must start the powering job again.

Once you have the Life Support system up, HAL circuits are shielded. No MFFs appear in HAL circuits and HAL circuits do not burn out.

Next transmission: HAL-Assisted Circuit Powering. Commissioner Thomas Charles. United Nations Space Commission out.

End transmission....

TRANSMISSION 7

Begin Transmission....

Major, prepare for briefing on HACP (HAL-Assisted Circuit Powering).

Once you have HAL up, he can assist you in powering other system circuits. Note that HAL can neither power up another HAL circuit nor can he repair a burned-out CTI. Move the scanner window to the system circuit you want to power, then activate HACP. Check the Engineering Repair Card for procedures. You'll see that a white dot appears inside the circuit that HAL's powering. If the Communication System is up, HAL sends messages across the bottom of the viewscreen advising you of that circuit's status. Immediately call up another circuit and start repairing or powering that circuit yourself.

Next transmission: starting the engines and take-off. Commissioner Thomas Charles, United Nations Space Commission out.

End transmission....

EMERGENCY TRANSMISSION

Begin Emergency Transmission....

Major, project engineers working on the Discovery simulator at Mission Control have come up with a partial orbital boost maneuver that may buy you some more time. This maneuver is untested, except on the simulator, and should be used only as a last-ditch effort to save the Discovery. It's not without risks . . . this maneuver may be the biggest gamble of your life.

This is how the maneuver works: At any point in the mission when Engines and Reactor systems are up, you can try for a partial-orbital boost by pressing Start Engines. Watch the altimeter and then when you feel that you've gained enough altitude, press Start Engines again to turn

the engines off.

If you've stopped the engines at the right time, you'll gain altitude without burning out any circuits. But if you've left them fire too long, you'll burn out circuits without any significant altitude gain, leaving you in an even more desperate situation.

Be warned that once you initiate partial-boost, you must let the engines cool. You cannot partial-boost again for 10 seconds.

We're with you, Major. Commissioner Thomas Charles, United Nations Space Commission out.

End emergency transmission....

TRANSMISSION 8

Begin Transmission....

Major, prepare for your final briefing. Hope all goes well and we'll see you Earthside soon.

To initiate engine start. Look at your strategic viewscreen and do a final indicator check. The Reactor and Engine systems must be up to achieve even partial escape velocity from lo orbit. Remember that in some cases a partial boost may be enough for the Discovery to achieve escape velocity. Then press Start Engines (see Engineering Repair Card).

If you haven't powered or repaired enough circuits or if the Engine and Reactor systems aren't up, the engines fail and circuits burn out. You won't achieve escape velocity and may not be able to save the Discovery.

If you have repaired some circuits, the engines fire, giving you a partial boost in altitude and buying you time for a more complete repair job. Try this maneuver if you need a little more time to finish the mission.

If all systems are green, the engines fire; you achieve escape velocity and are homeward bound in a blaze of glory!

Good luck, Major. Commissioner Thomas Charles. United Nations Space Commission out.

Final transmission....

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