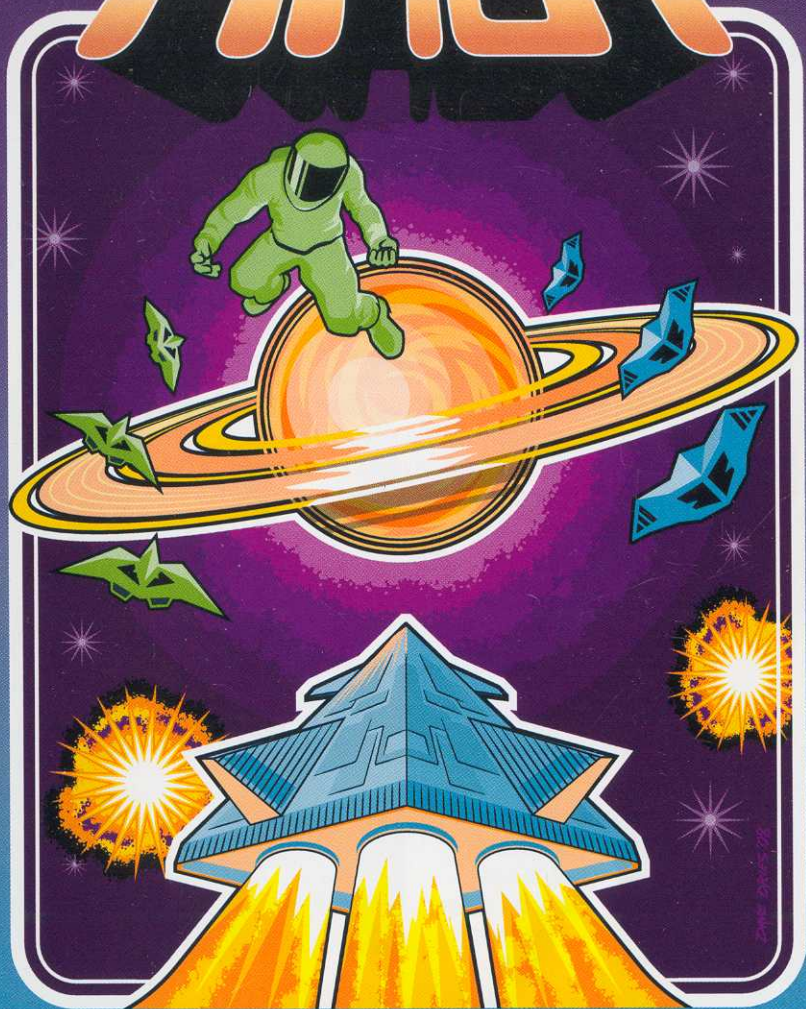


# JUNGLE FIRST



by Chris Walton

AtariAge



## JUNO FIRST

### A Game For the Atari 2600 VCS

There is no one left. No attack fleet. No reinforcements. Just you and a handful of reserve ships. Enemy forces are threatening the Juno colony – Earth's last defense post. You must fend off wave after wave of enemy ships, skimming dangerously above the planet's force field. How long can you hold them off? You must persevere – whoever controls Earth, must take Juno first!

This is the Final War - the Last Battle. Transcending time and space, the outcome determines the fate of our Earth!

### INTRODUCTION

Juno First is an Atari 2600 version of the 1983 Konami arcade game of the same name. The objective of the game is very simple: destroy the aliens, capture enemy astronauts, and survive for as long as possible!

### USING THE JOYSTICK CONTROLLERS

Plug one joystick controller into the LEFT CONTROLLER port. Press the joystick FIRE button to begin a new game. During a game, hold the joystick in the LEFT or RIGHT position to move your ship horizontally, and in the UP or DOWN position to move your ship forwards or backwards. Pressing the Joystick FIRE button will shoot a laser beam from your ship.

To abandon a game and return to the title screen, press the RESET switch.

### SCORING AND HYPERSPACE

Your score is based on the value of each alien that you destroy. A table of score values is shown on the game title screen. There is also a time bonus which depends on the speed that each wave is cleared.

Shooting an alien sphere will release an astronaut. Collect this astronaut before it leaves the screen to enter hyperspace. In hyperspace, the aliens will stop firing, and the score for each alien that you shoot will increase.



## SPARE SHIPS

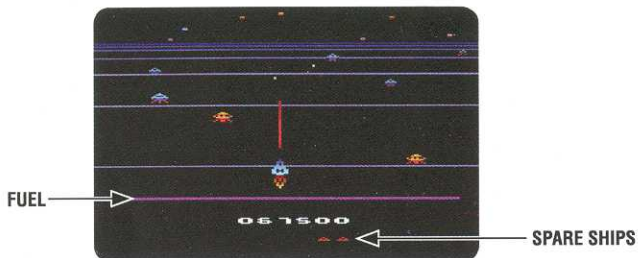
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At the beginning of the game you have two spare ships. These ships are shown underneath the score at the bottom of the screen. An extra ship (up to a maximum of six) will be earned for every 100,000 points that you score.

## FUEL

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There is a bar showing your remaining fuel at the bottom of the screen. When the fuel becomes empty, your ship will be destroyed. Fuel is used at a constant rate, regardless of the movements of your ship. You have approximately 60 seconds of fuel to complete each wave.



## AUTOFIRE MODE

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The game will enter "Autofire Mode" with the LEFT DIFFICULTY switch in position B. To activate autofire in this mode, simply hold down the FIRE button.

"Rapidfire Mode" is enabled by moving the LEFT DIFFICULTY switch to position A. With rapidfire enabled your lasers fire much faster, but you must release the FIRE button after every 5 shots to allow your laser to recharge.

## CONTINUE MODE

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The game will enter "Continue Mode" with the RIGHT DIFFICULTY switch in position B. In this mode, each new game will continue from the highest wave reached in the previous game. In this mode, the starting wave for the game can be changed by moving the joystick UP or DOWN on the title screen. Pressing SELECT on the title screen will also increase the starting wave. Pressing RESET on the title screen will reset the game back to the first wave. Continue mode is disabled by moving the RIGHT DIFFICULTY switch to position A.

## SAVEKEY AND ATARIVOX

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A SaveKey (or AtariVox) can be used with this game to store the high score table. Plug your SaveKey into the RIGHT CONTROLLER port before switching on the console. If you do not have a SaveKey, then the game can be played normally, but the high score table will not be functional. If you have an AtariVox connected, you will pick up enemy communications over your radio. Some of it may be useful, but some of those aliens can be downright rude.

**WARNING:** Do not switch off the console or unplug the SaveKey immediately after entering your initials. Doing so may cause the saved scores to become corrupt. It is safe to switch off the console when the title screen is showing. To delete the saved scores, hold the joystick RIGHT and press FIRE during the AtariAge startup screen.

## HINTS & TIPS

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- The sky color shows the status of your ship: black = normal, blue = invulnerable, green = astronaut detected, and red = hyperspace.
- Each new ship flashes for a few seconds while it is invulnerable. Firing the laser during this period will immediately make the ship vulnerable.
- Moving the joystick LEFT or RIGHT to flip between the title screen and the high score table.
- Homing missiles are destroyed as soon as they leave the screen - use this to your advantage!

## CREDITS

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Game Programming:	Chris Walton
Label and Manual Artwork:	Dave Dries
Game Graphics, Manual Layout:	Nathan Strum
Title Music:	Erik Ehrling
AtariVox Speech:	Glenn Saunders
Cart Production:	Albert Yarusso

Juno First would not have been possible without the help and support of the great folks on AtariAge ([www.atariage.com](http://www.atariage.com)). Juno First is Copyright © 2008 Chris Walton. It may not be reproduced or distributed without permission. Opening paragraph adapted from the Juno First Arcade Flyer.

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