



NTSC U/C

PlayStation™

# Jupiter Strike™



KIDS TO ADULTS



AGES 6+

SLUS-00177  
#21053





**WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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# STARTING UP

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Jupiter Strike™ disc and close the CD door. Insert game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.



*NOTE: This game is for One Player*

## Getting Started and How to Play

To Start the Game: Press the START BUTTON at the Title screen.

To change Unit Operation (Default Controls): To go to the Option screen, select "Option" from the Title screen.

## Unit Operation (Default Controls)\* and Features

L1, L2 Button - Allows your ship to tilt to the left.

□ Button - Fires Normal Shots.

R1, R2 Button - Allows your ship to tilt to the right.

△ Button - Not used in this game

○ Button - Changes your view point

X Button - Fires your Lock-On Lasers.

Motion Control Buttons - Allows your ship to move up, down, right and left in eight directions.

Select Button - Not used in the game.

Start Button - Start the game, to select an option or to pause the game.

\* Default Controls can be changed from  
**3** the Option screen.

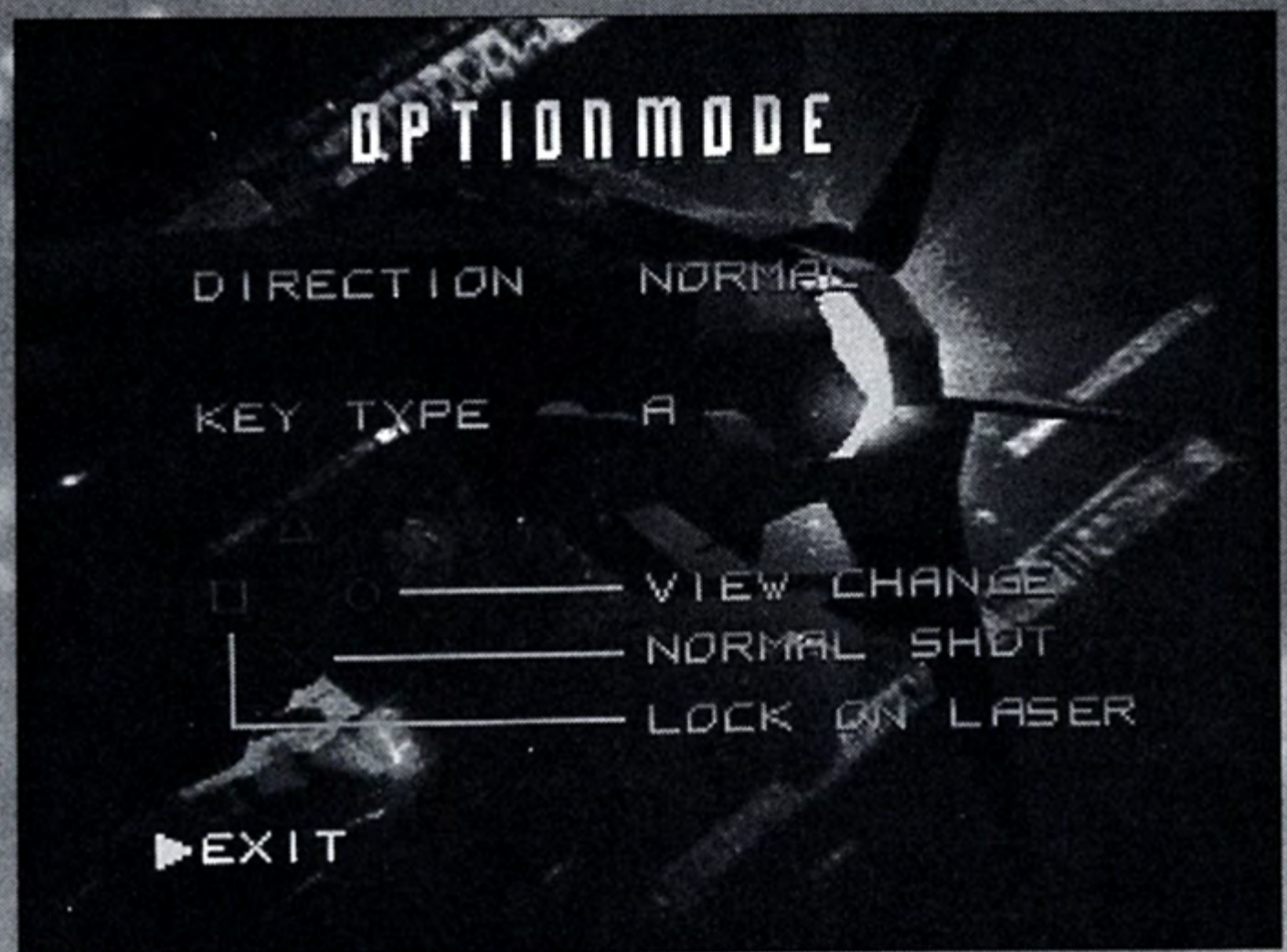


# OPTIONS

**DIRECTION:** This option switches between Normal and Reverse (pilot-style) control of your ship. When using Reverse control, elevation directions are reversed: pressing UP makes the ship go down, pressing DOWN makes the ship go up.

**KEY TYPE:** Will assign the function of each button from 3 available choices.

**EXIT:** Will return you to the Title screen.



# STORY

A bizarre fluctuation in the very fabric of space has created a dimensional disruption which threatens to dissolve order and leave only chaos. Into this rift steps Totenkloitz, a mystic militaristic faction bent on exploiting this dimensional change in hopes of ruling the Universe!

One by one, the planets neighboring Earth have been conquered by Totenkloitz. Now Earth itself is threatened by this savage sect! The planet's last hope lies with one young pilot, the best flyer the planet has to offer! You have been recruited to fly the unproven prototype Coleoptere fighter ship against the entire Totenkloitz armada! It is an awesome responsibility, demanding a cool head and a blazing determination to succeed. Your battle is about to start. Failure means the end of Earth as we know it. Don't let us down. Return victorious!

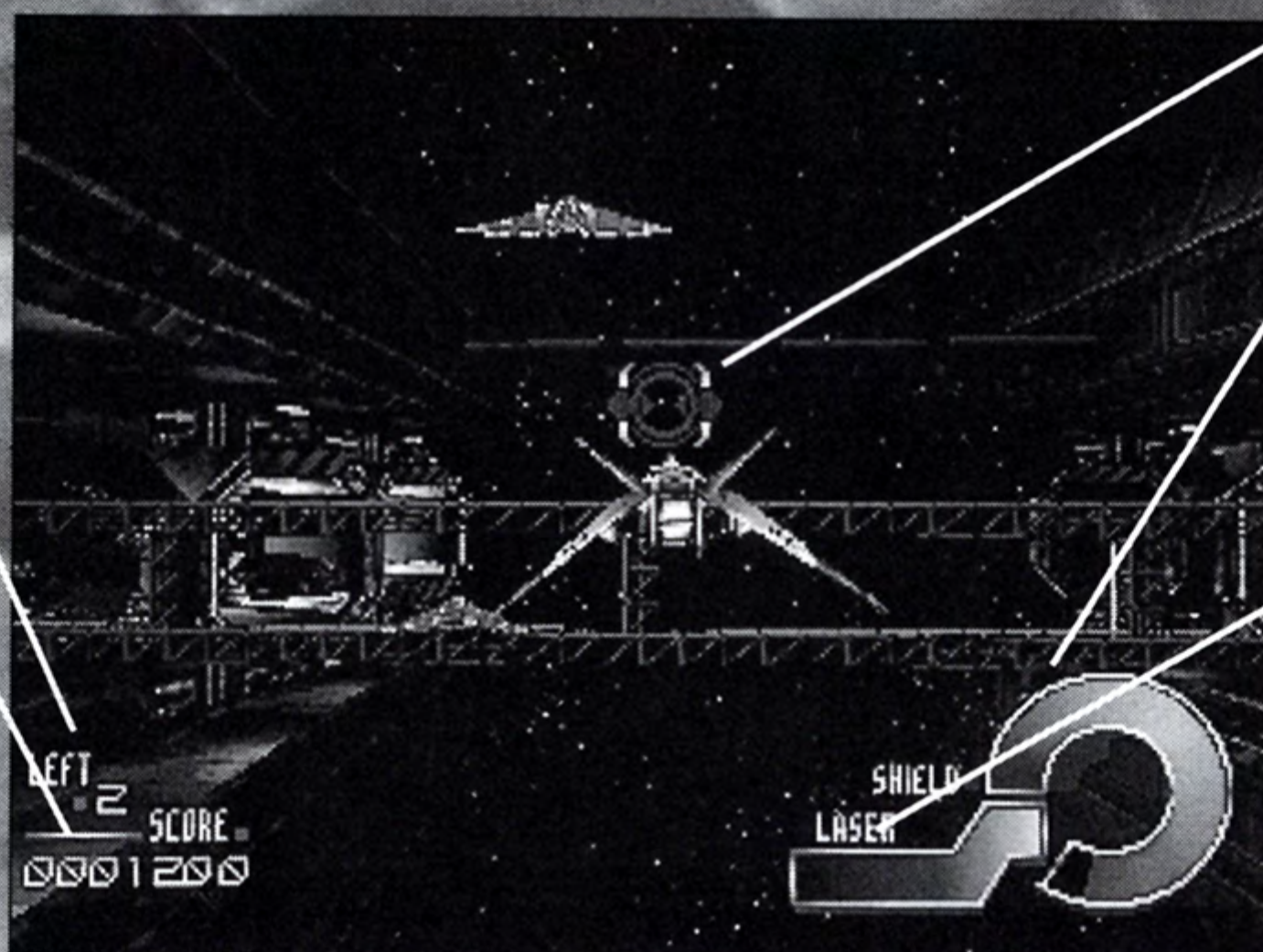


# About Game Screens

## Normal View

Stock

Score



Cursor

Shield Gauge

Laser Gauge

**Stock:** Shows how many ships you are left with.

**Score:** Shows the current score.

**Cursor:** Locks-on when you place the cursor on the enemy (plane).

**Shield Gauge:** Shows how much shield you are left with. When you use up all your shield, you will lose one plane from "Stock."

**Laser Gauge:** Shows how much energy remains. As time passes, energy will be recovered.

## Cockpit View

Pitch



Altitude

Placement



**Pitch:** Shows your ship's horizontal orientation.

**Altitude:** Shows the altitude of your plane.

**Placement:** Shows the yaw of your ship within its movable range.

To switch between views, press the **O** Button.

# FIGHTING FEATURES

## About Lock-On Laser

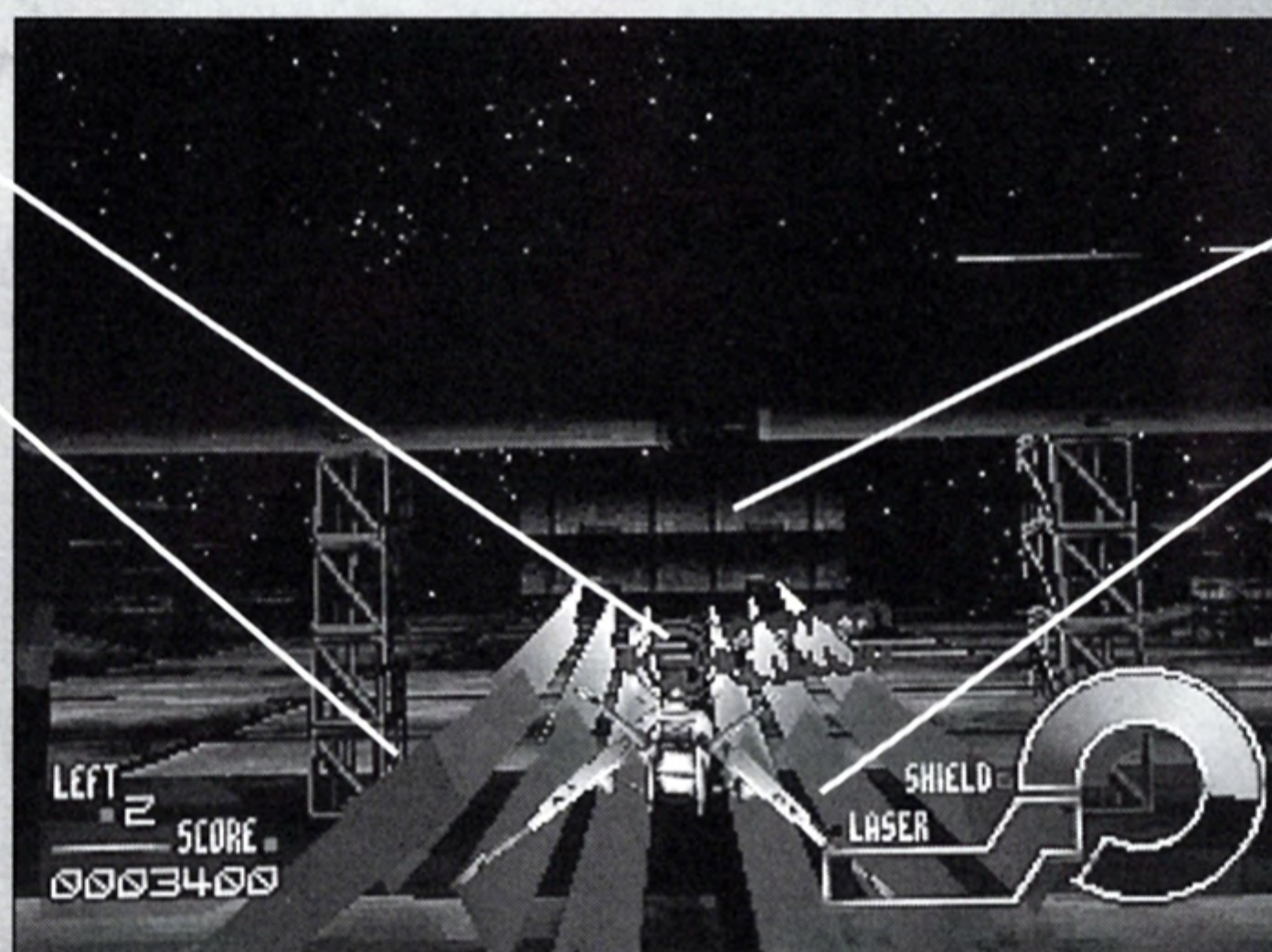
When you superimpose the cursor on an enemy plane, the cursor will lock-on to the plane automatically.

Locked enemy planes are indicated by the marker.

You can lock-on to up to 6 planes at one time. The number of planes you can lock-on to is proportional to the energy level of your laser gauge. The energy level of your laser gauge will recover automatically as time passes. The more enemy planes you can lock-on to and detonate at one time, the higher your bonus score will be when you advance to the next round.

Cursor

Lock On  
Laser



Marker

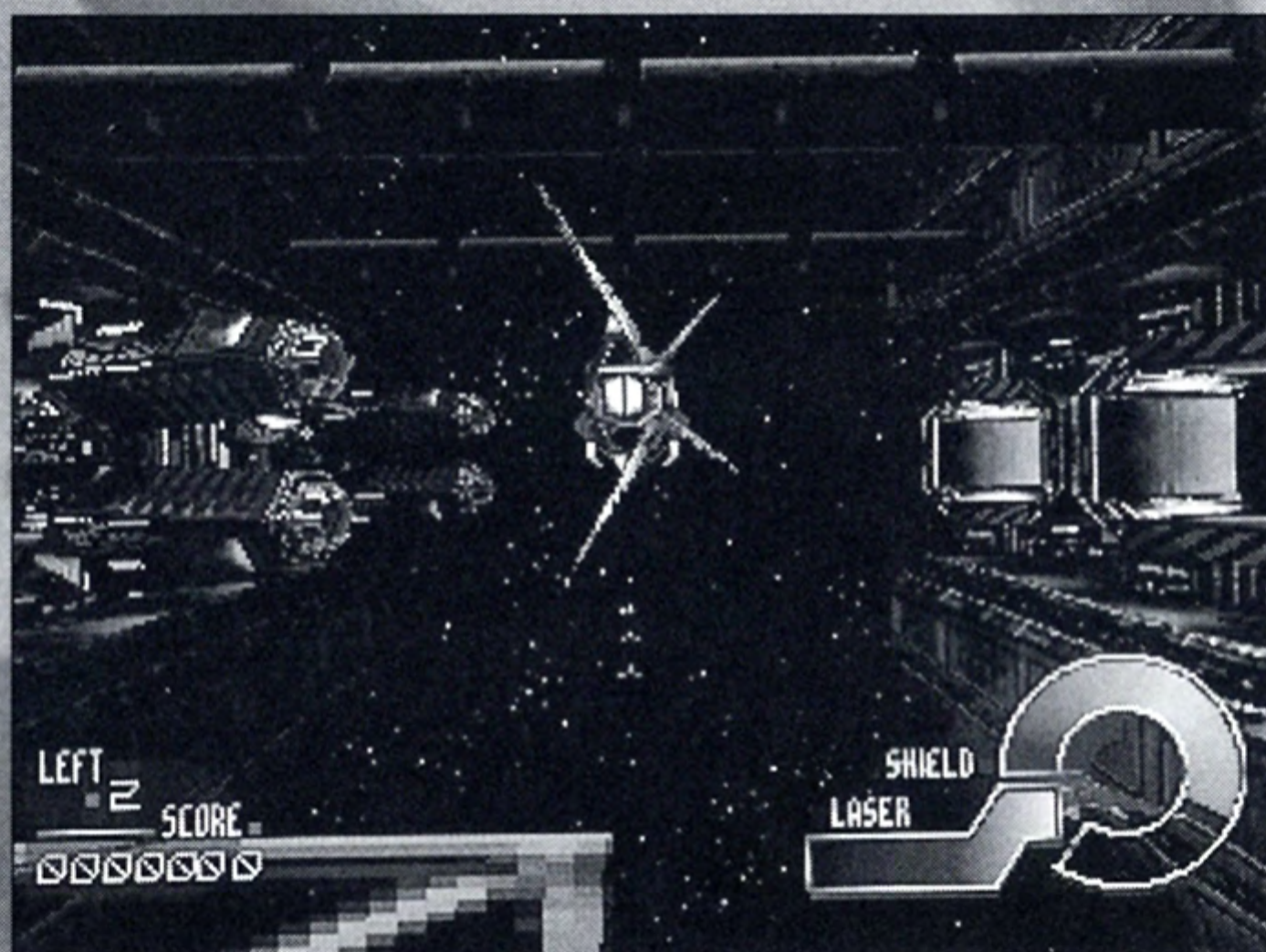
Laser  
Gauge



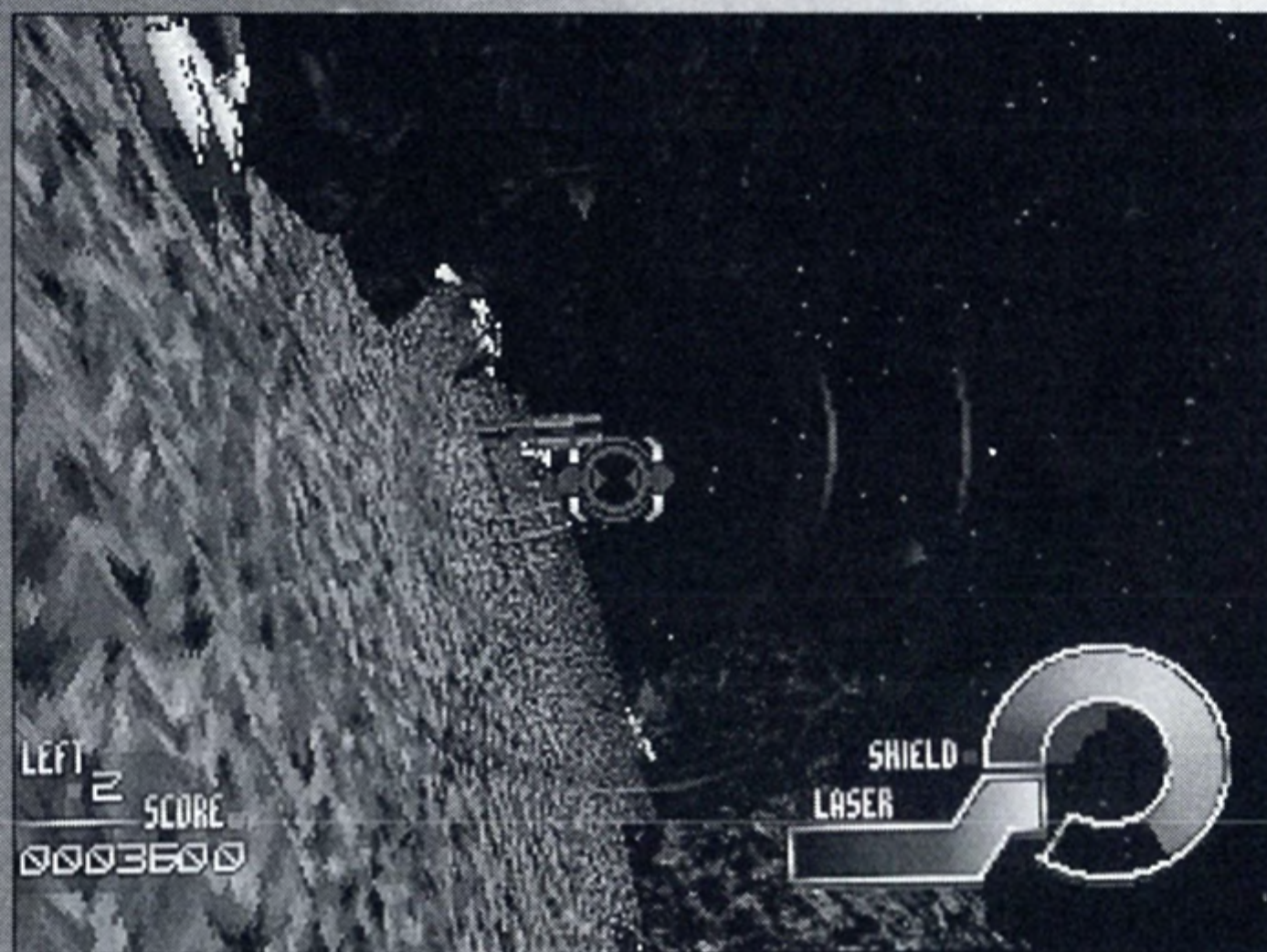
## About Rolling

By pressing the R1 Button immediately after pressing the L1 Button (or L1 Button after the R1 Button), your plane will enter into a roll. During a roll, the enemy's laser cannot destroy you. However, should you run into debris your plane will be damaged. From the Cockpit view, the entire scene revolves during a roll.

### Rolling from the Normal View



### Rolling from the CockpitView



## At the end of each stage: Scoring

At the end of each stage (level) your battle score will be shown on the screen, and then your bonus points calculated.



1) Shield Bonus: Derived from the amount of shield energy in reserve.

2) Lock-On Bonus: Derived from the number of enemy planes that detonated by Lock-On. The more enemy planes you destroy at one time, the greater your score will be.


3) Total Clear Bonus: Equals the sum of 1) and 2).

When you press the **O** Button, your composite score will be shown. By pressing the **O** Button again, you will go on to the next stage.

SHIELD BONUS			008000
LOCK-ON BONUS	1	02	000200
	2	02	000400
	3	02	000800
	4	02	001600
	5	02	003200
	6	02	006400
TOTAL CLEAR BONUS			0020600

LEFT 1 SCORE 0120000

SHIELD LASER



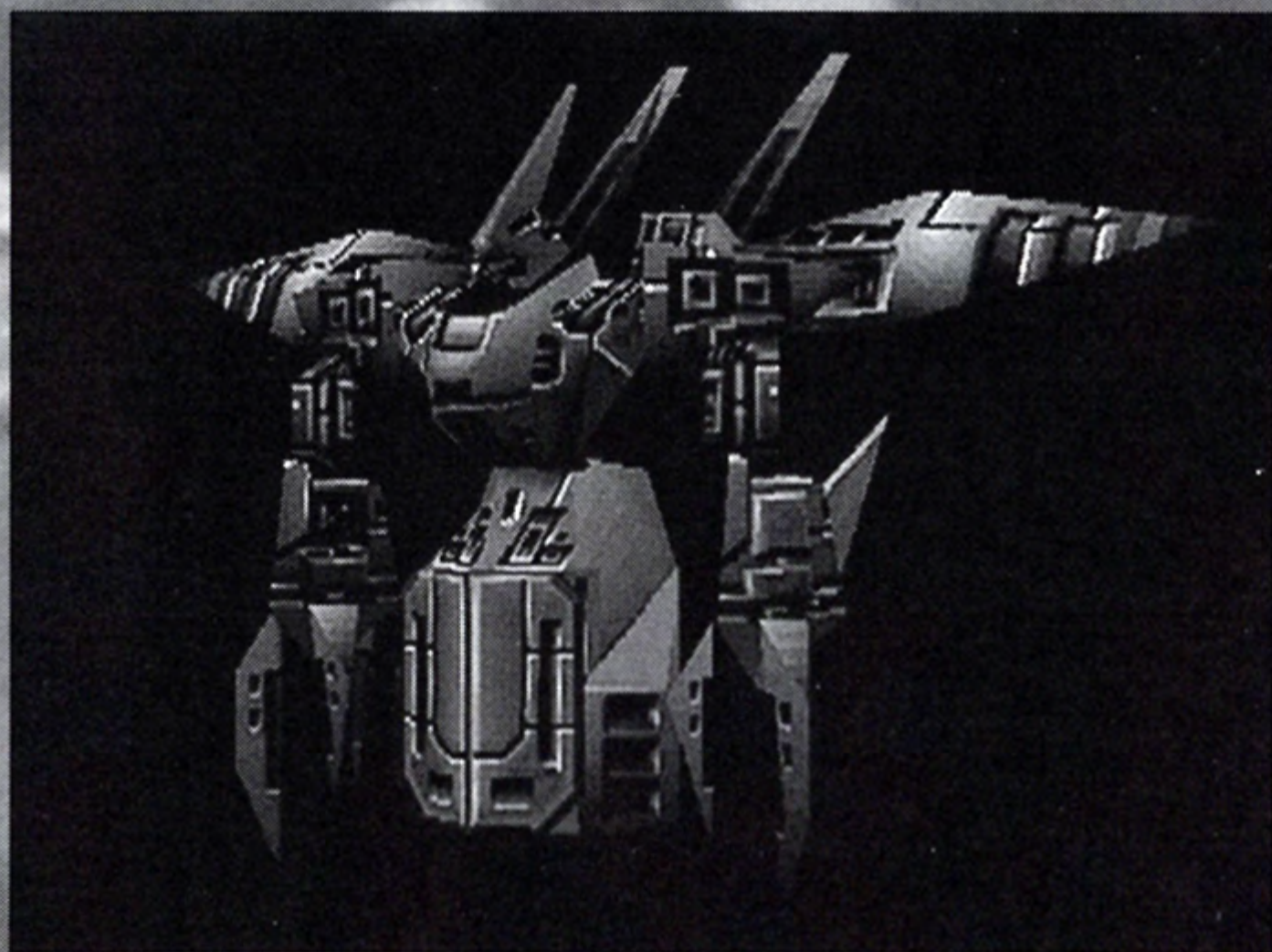
## Coleoptere (Your Ship)

This is a space fighter-attack ship created by the Allied Earth Government using state-of-the-art technology. It features a dynamic mental sensibility system which aids pilot concentration: Coleoptere demands tremendous skill to pilot effectively. Because you are the world's greatest pilot, you have been chosen to fly this new ship. You must master control of this phenomenal new ship if Earth is to survive!





# KNOW YOUR ENEMY...



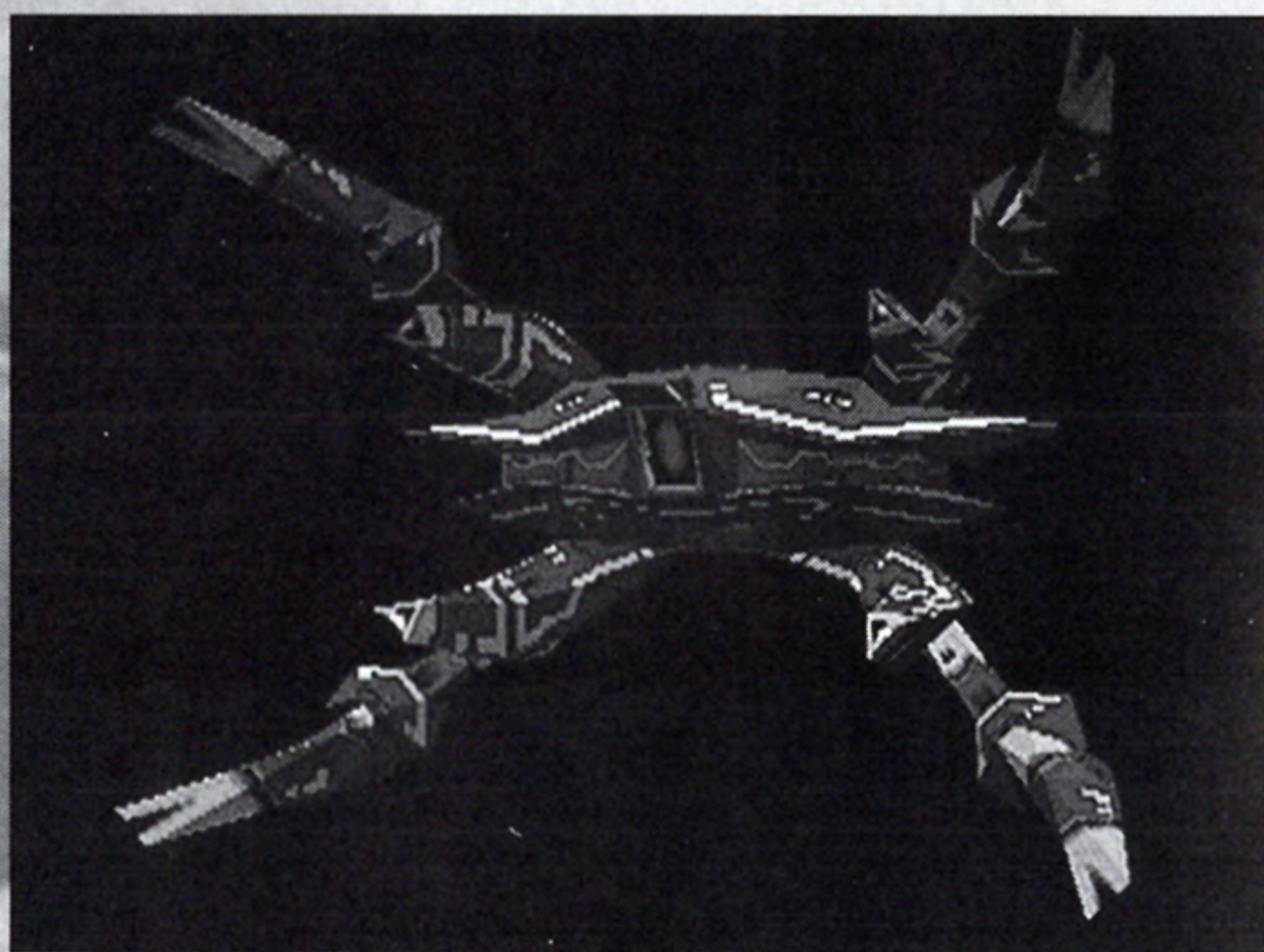
## **Boss 1 Li-Wang**

Totenkloitz Space Force's highly mobile weapon. It can maneuver at a very high speed and attack most effectively. On the other hand, since its design emphasis is

on mobility, it has little armor and its effectiveness depends entirely on its pilot's control techniques. However, it has various built-in weapons such as its Particle Canon which is created through the conversion of energy from gathered particles in space. Li-Wang appears in Stages 1 and 2.

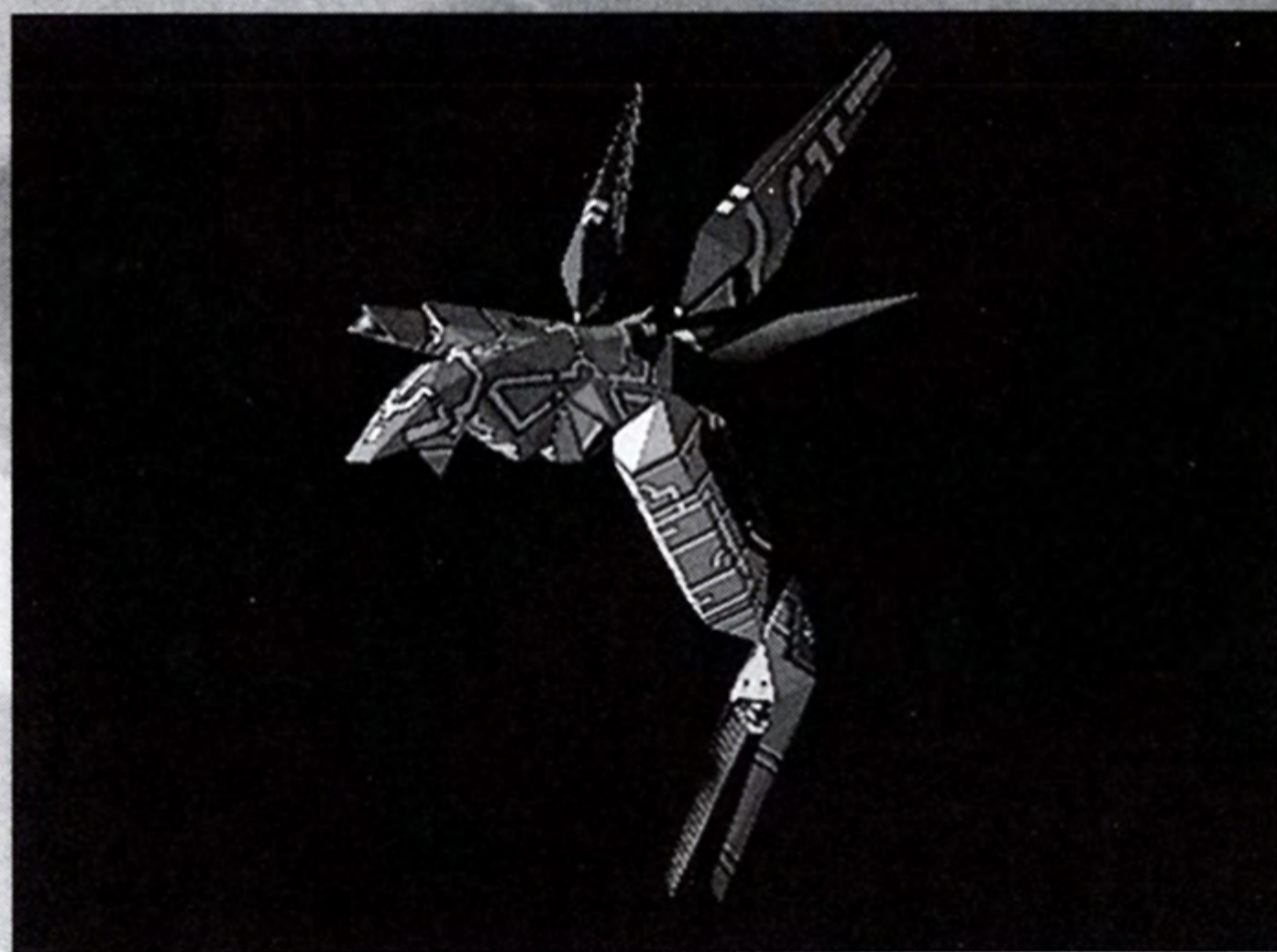
## **Boss 2 Prowler**

This is a heavy-mobile self-defense system which is housed within the Totenkloitz Space Force's Battle Ship. Prowler is loaded with an attack dispatcher program capable of handling small non-human fighters while tending to its defensive objectives.





For this reason, it is believed that only one Prowler is necessary in a small-scale battle. It is made for the Ground Army, and can walk on its own. Its main feature is a weapon called Spread Sled, which emits revolving blades directed towards the enemy. It appears in Stage 4.



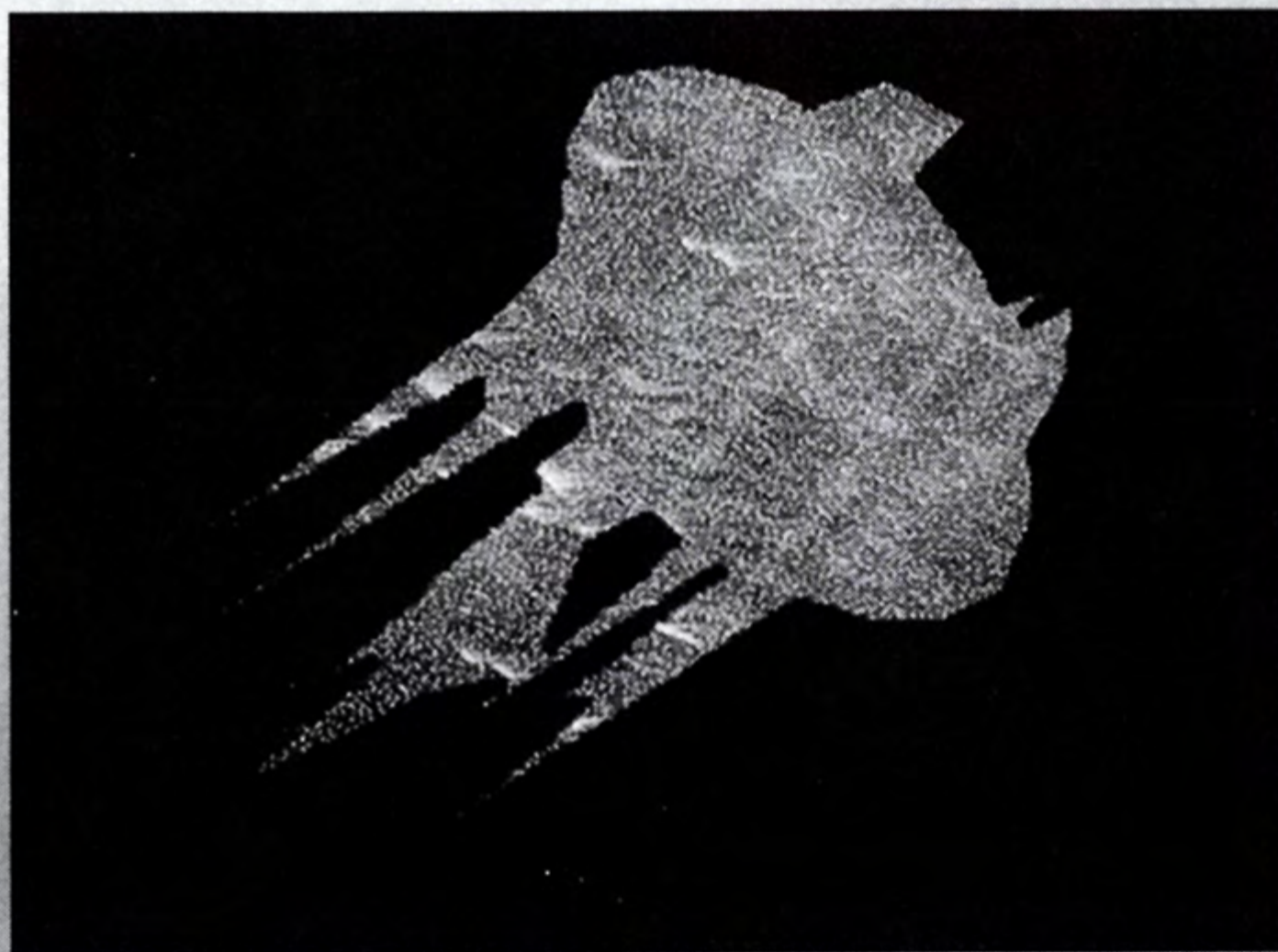
### **Boss 3 Hornisse**

Totenkloitz Space Force's highly mobile weapon. Hornisse's main features are that it can fly at a low speed and create its own small copies. Since it is

equipped with strong armor, it can smash into Coleoptere, threatening the pilot. Hornisse appears on the ocean in Stage 6.

### **Boss 4 A.R.C.**

Here is the power behind the curtain, that which manipulates Totenkloitz's Space Force. A.R.C.'s real structure is unknown. There are various hypotheses: A.R.C. is a set of

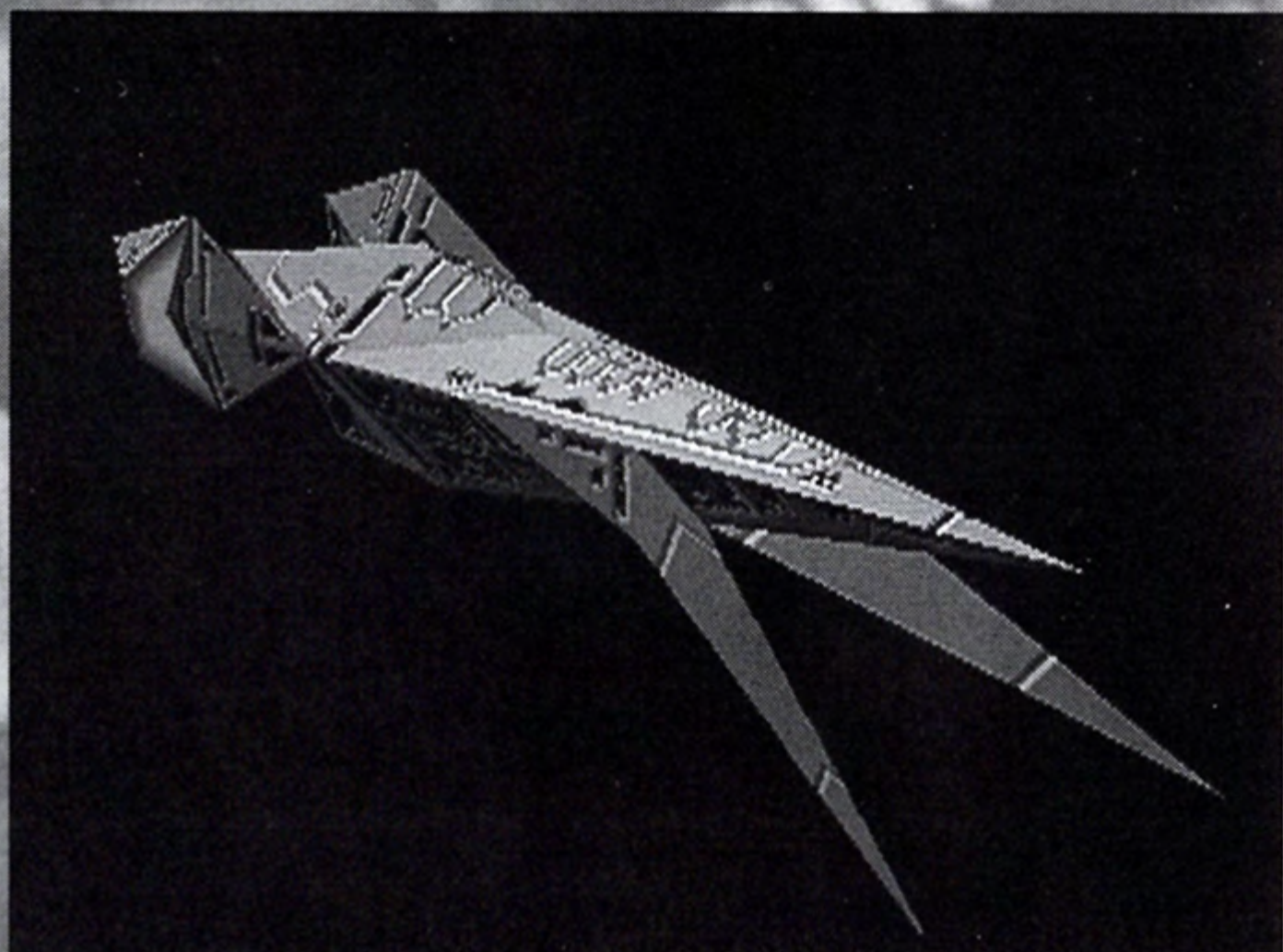




evil concepts; A.R.C. is an automatic fighting machine with its own independent mind.... A.R.C. derives its destructive power, its energy, from its boundless hatred of its enemy. It is said that only the mental energy found in Positive Wave Movements can ultimately destroy A.R.C. A.R.C. appears in the final Stage.

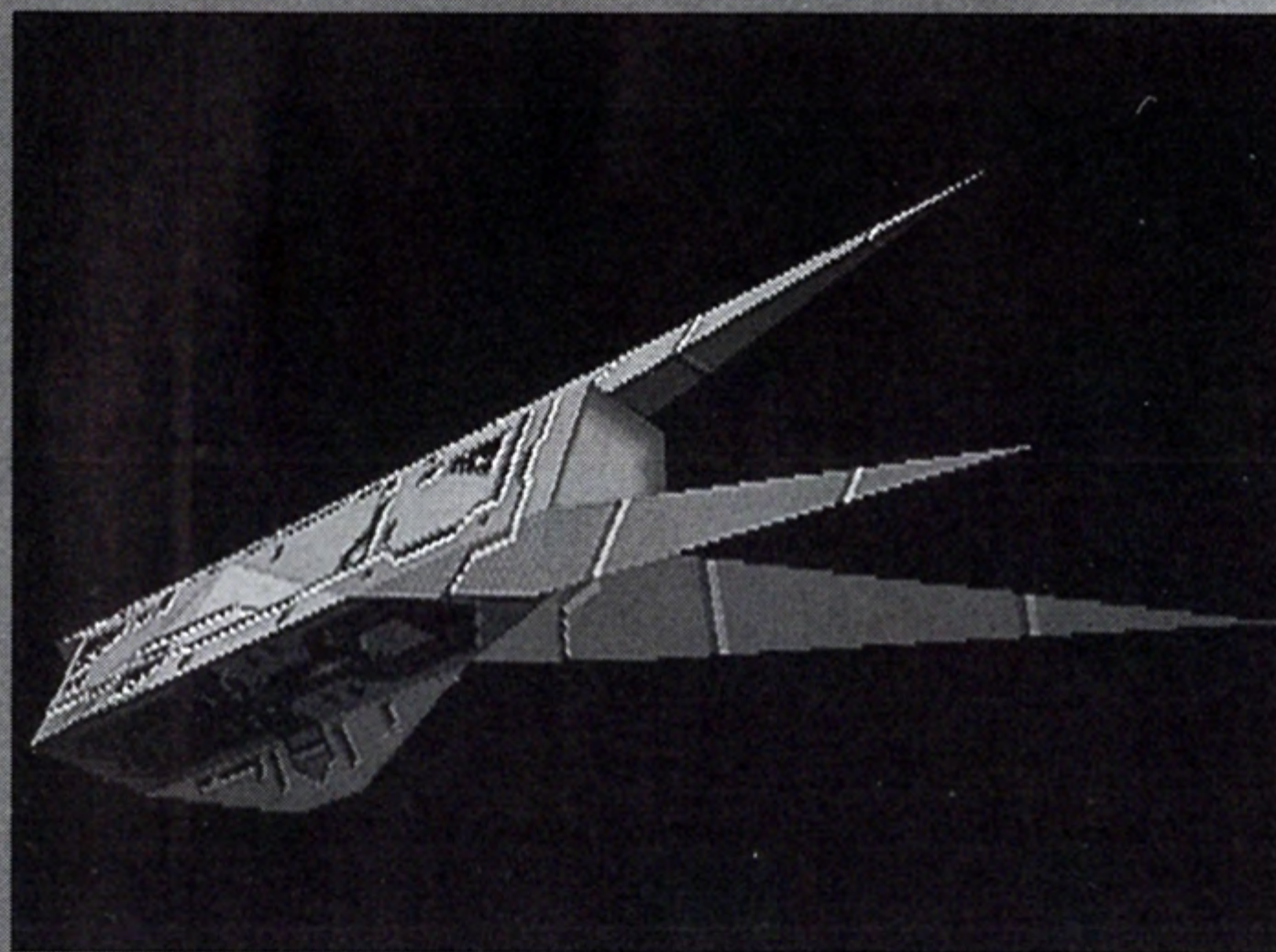
### **Alpha Class Picket**

**Battle Ship:**  
It is responsible for probing and leading the Battle Ship. The Ship's Central Shield uses the Leaping Sail Method Unit from Fox-trot Class.



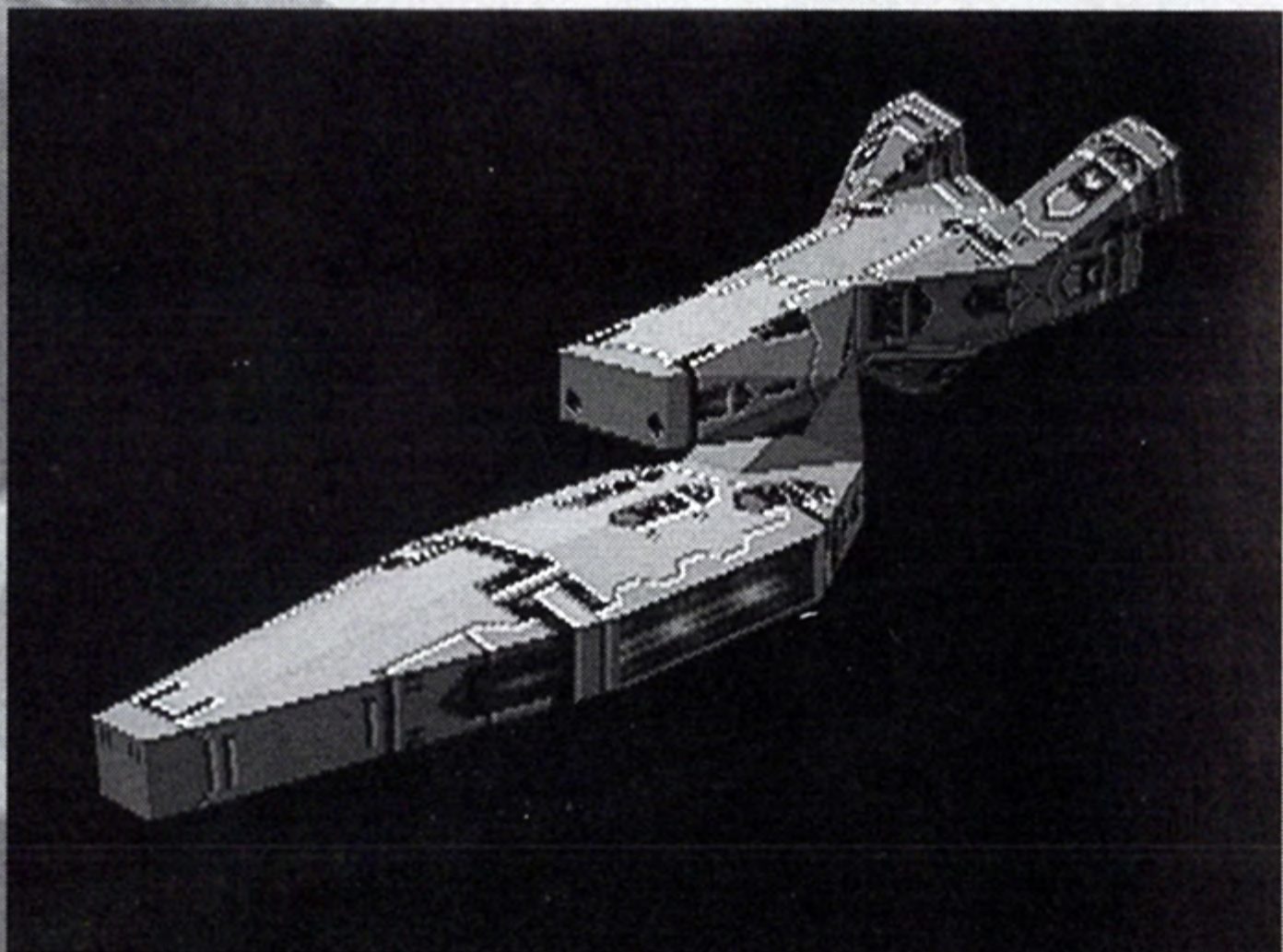
### **Bravo Class Torpedo Bomber:**

It is responsible for torpedo attacks during close-up battles. It is equipped with missile launching tubes in its hull.



### **Charlie Class Missile Destroyer:**

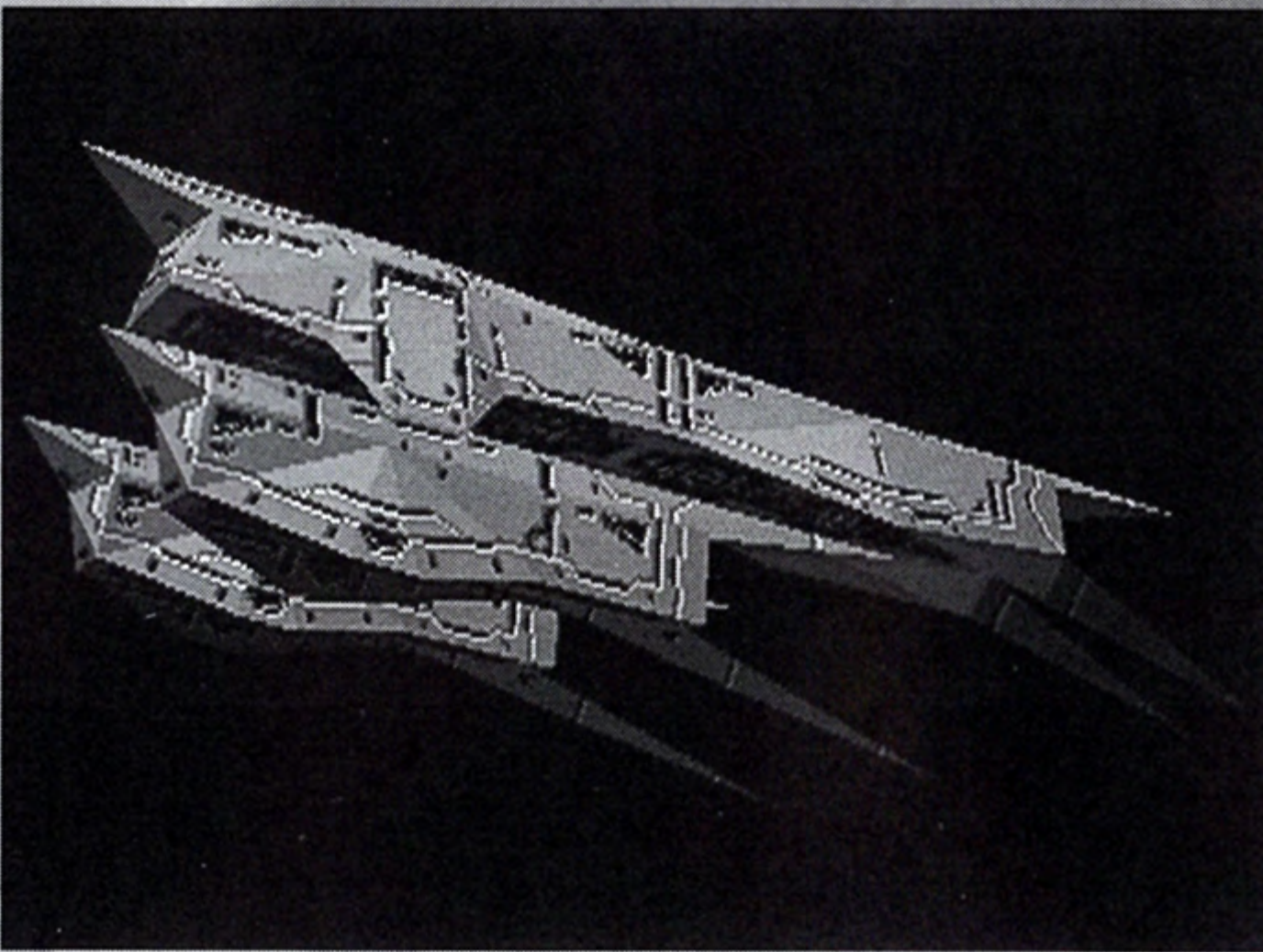
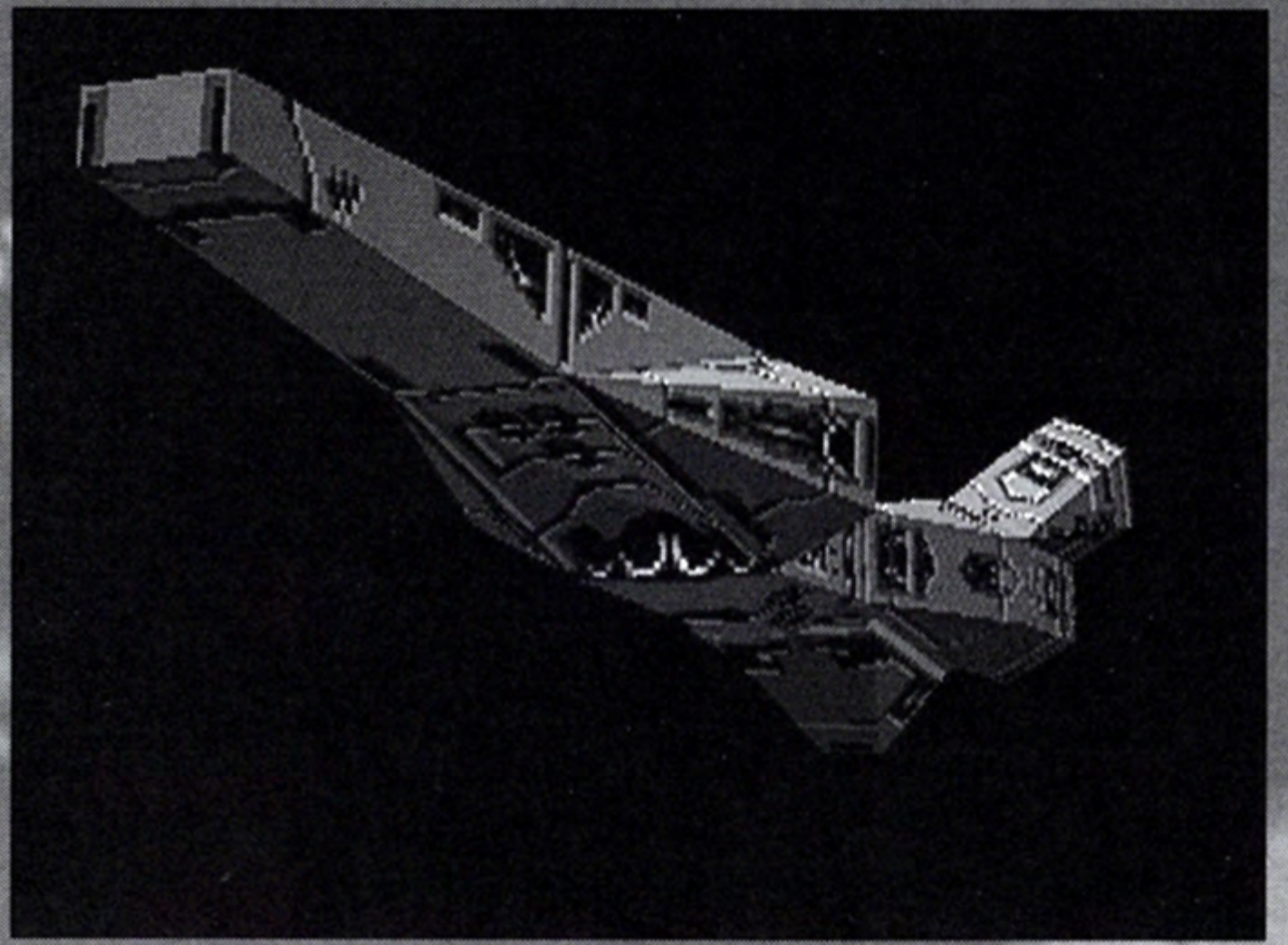
A battleship which is defended by advanced missiles. It is directly in charge of the whole air fleet.





## **Delta Class Air Defense Destroyer:**

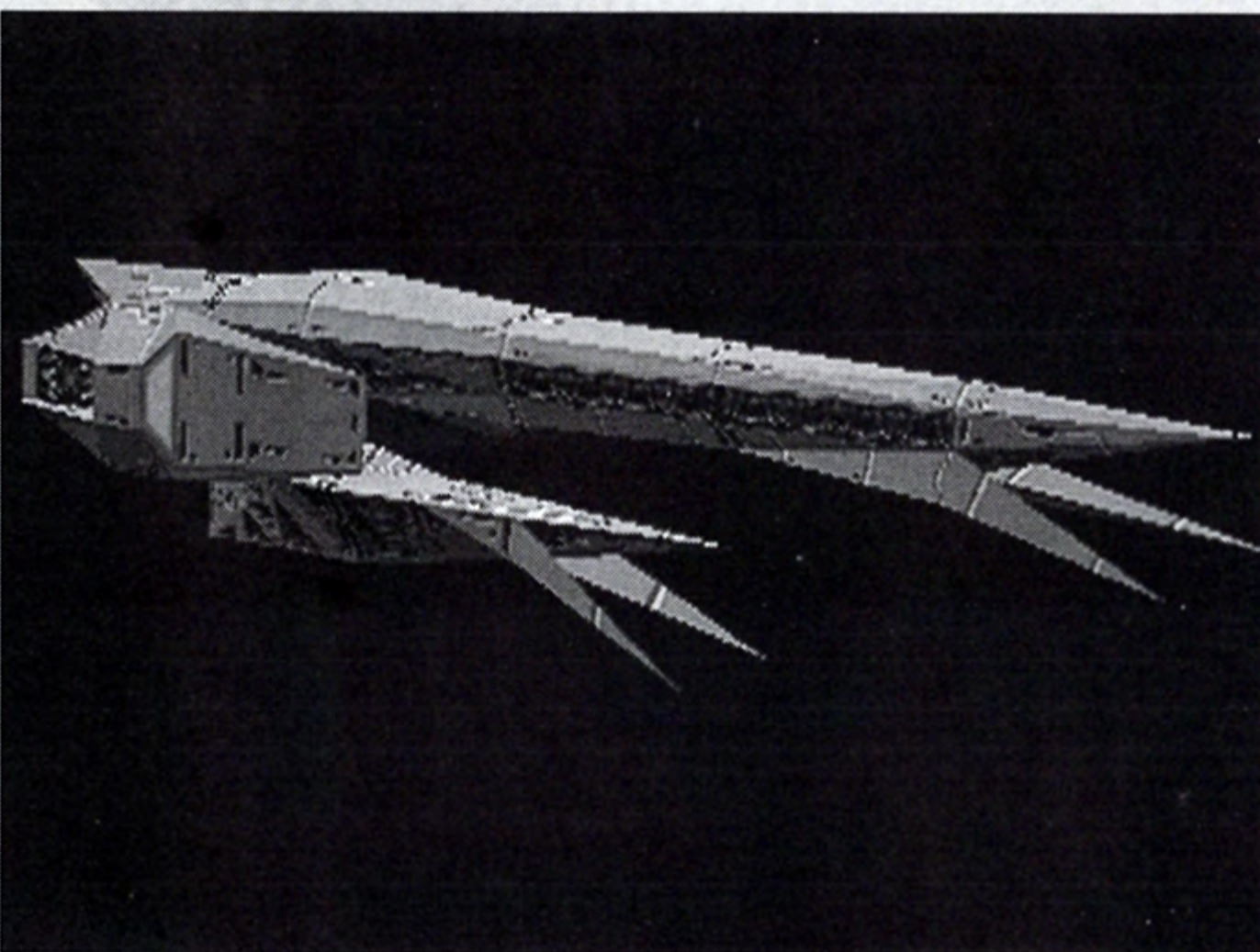
An Air Defense Destroyer with excellent mobility. Along with its many Beam Canons for air defense, it also has a large-sized diameter cannon.



## **Echo Class Cruise Ship:**

Its engine unit is almost the same as a Bravo Class Ship, but it is built with layers of armor. It can also perform the Leaping Sail maneuver and oversees the entire fleet.

## **Fox-trot Class Battleship:**



It comprises the core of the Enemy Fleet. It has a powerful cannon-ship and a very strong shield. Very few Allied Earth Government battleships can match this Battleship. It can do the Leaping Sail, and spearheads the force invading Earth.



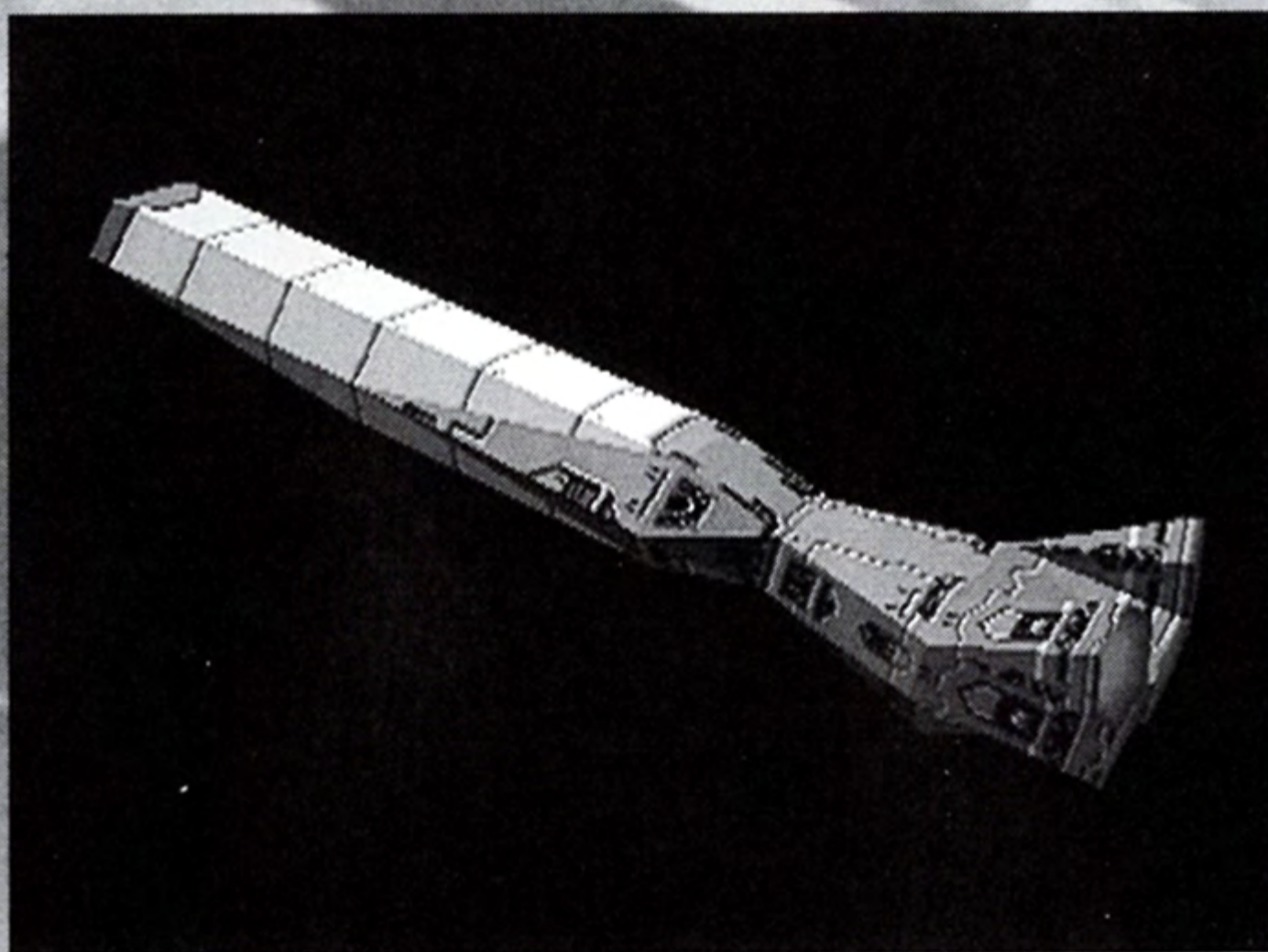


### **Golf Class Gun Ship:**

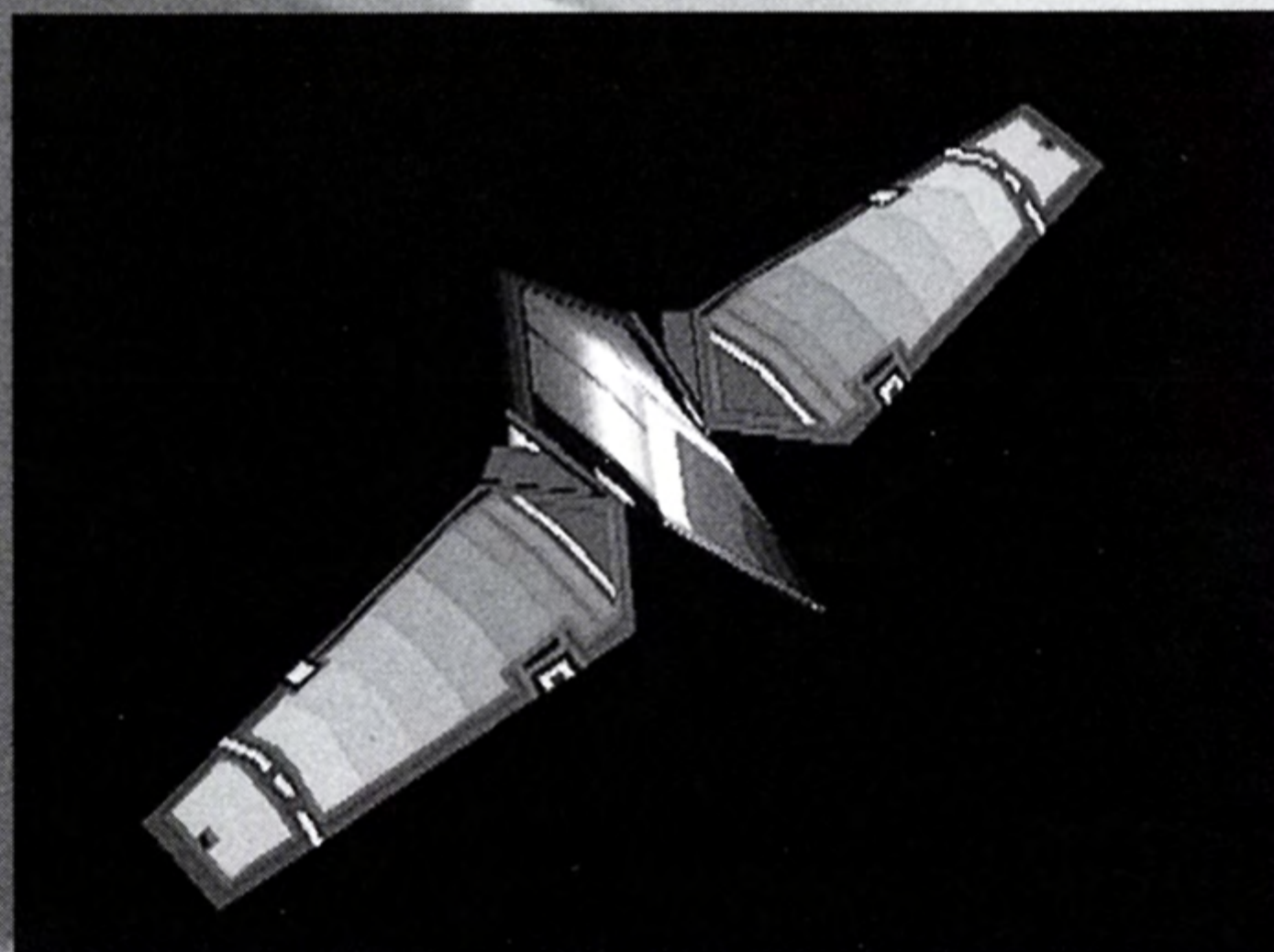
It is equipped with 2 sets of huge Shields at the hull of the ship. This Gun Ship possesses great fire-power and can organize its own independent attack flotilla.

### **Hotel Class Supply Ship:**

It procures all necessary supplies for the Fleet. Its Transportation Container is combined with its engine unit and has no armor.

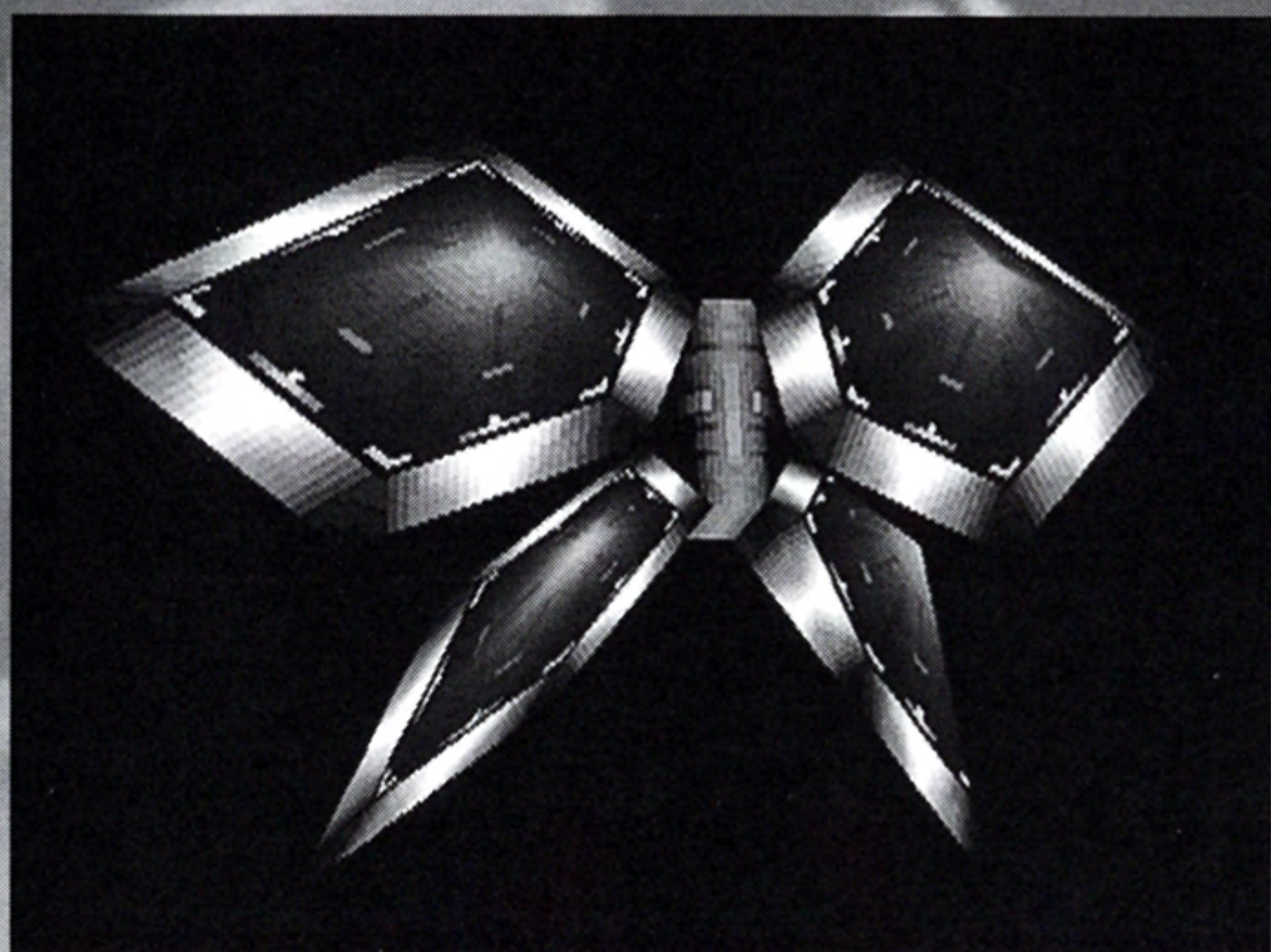


### **Barruious: Small-Sized Reconnaissance Fighter**

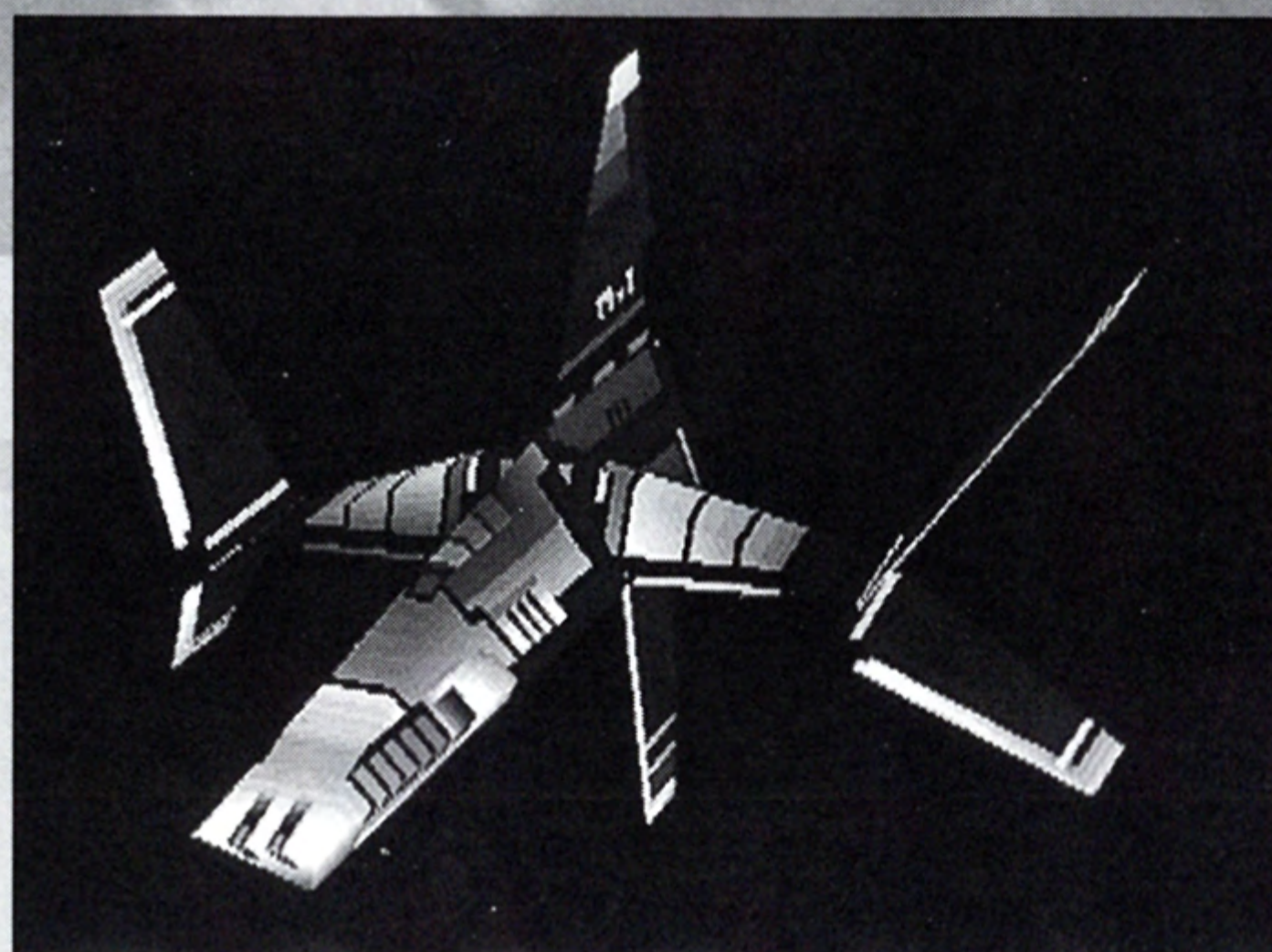




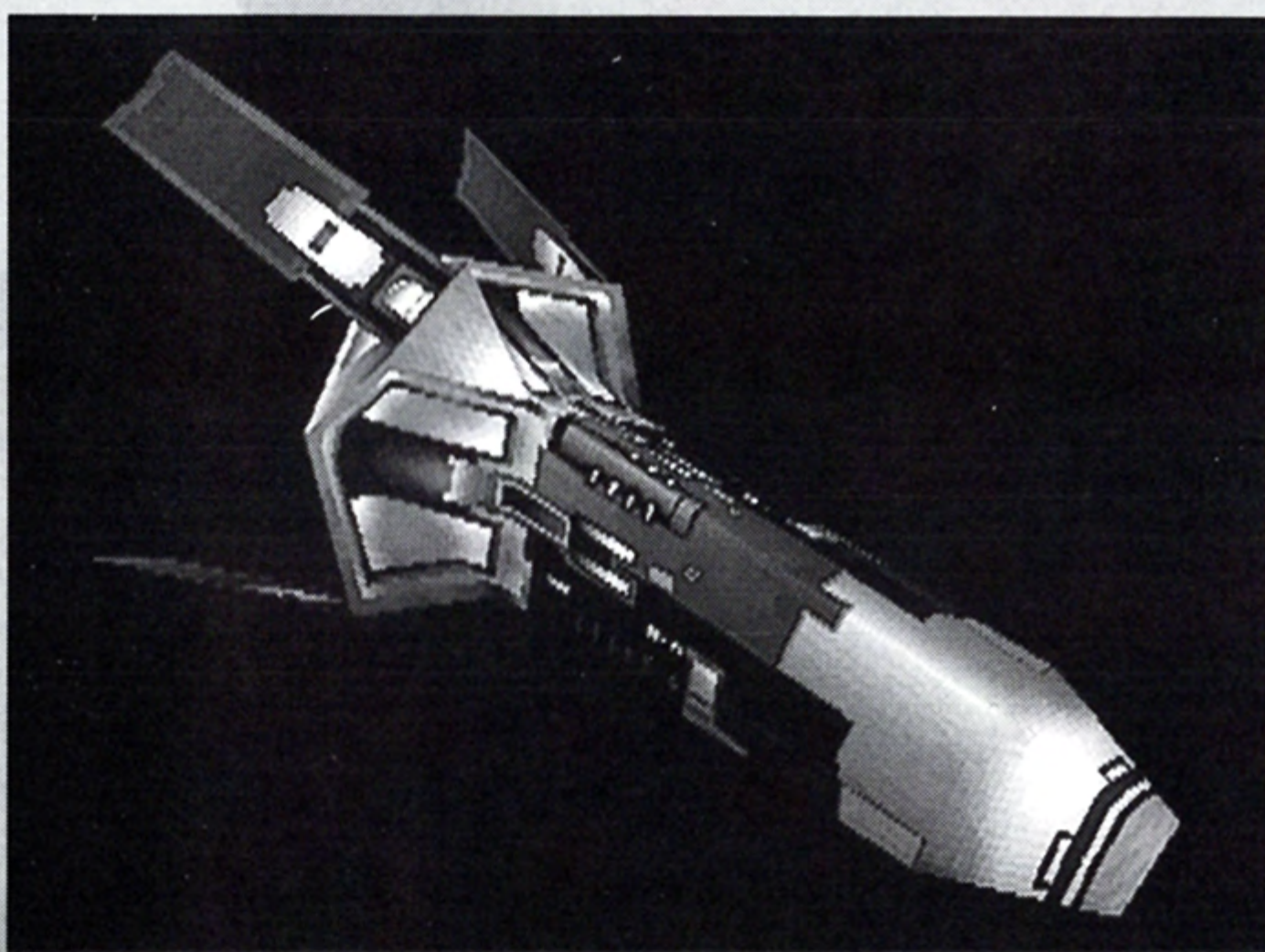
**Face Vanguard: Highly Mobile  
Small-Sized Fighter**



**Exergy: Small-Sized Fighter in the  
atmospheric space battle**

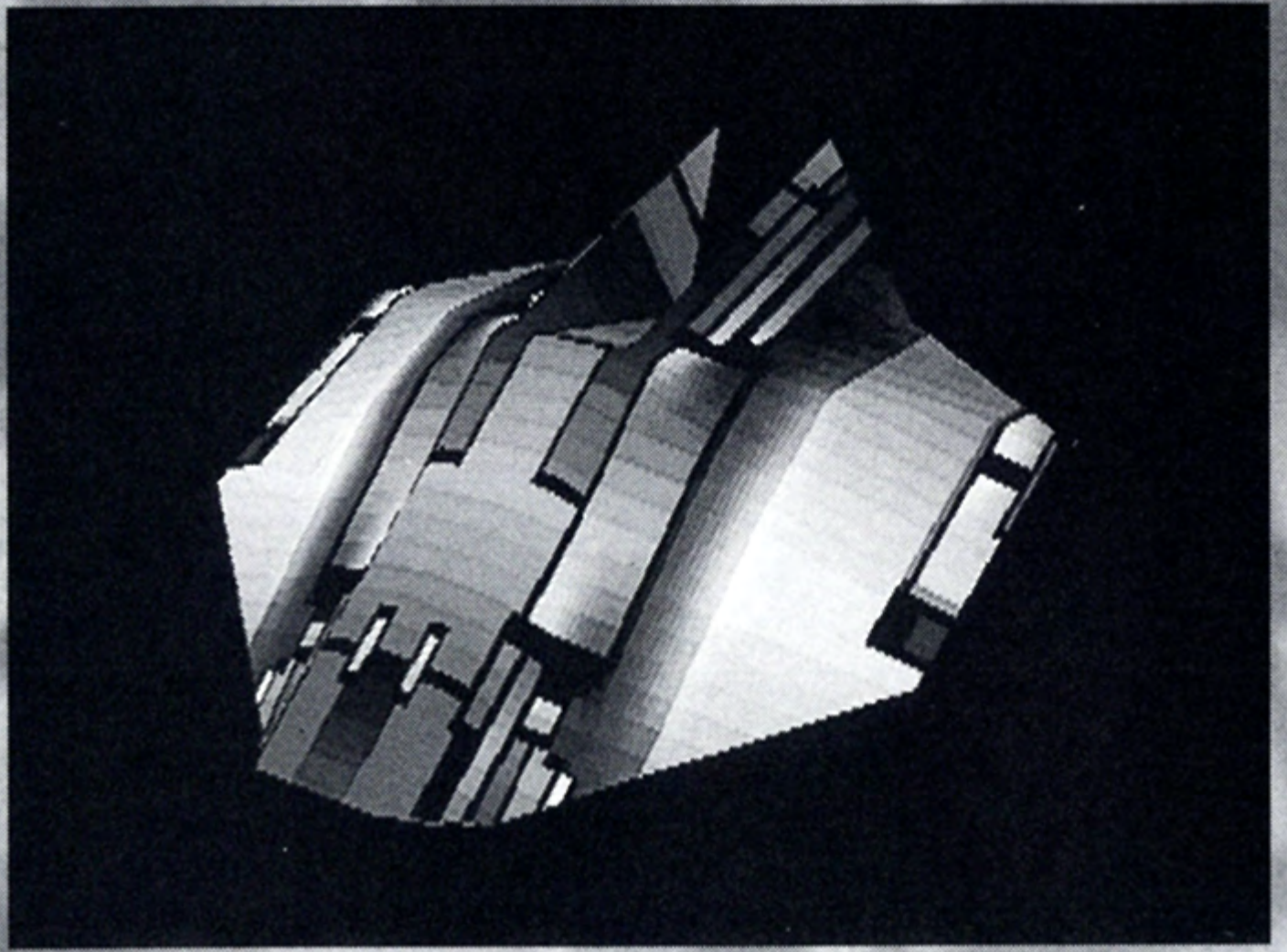


**Fortune: Small-Sized Fighter  
for wide use**

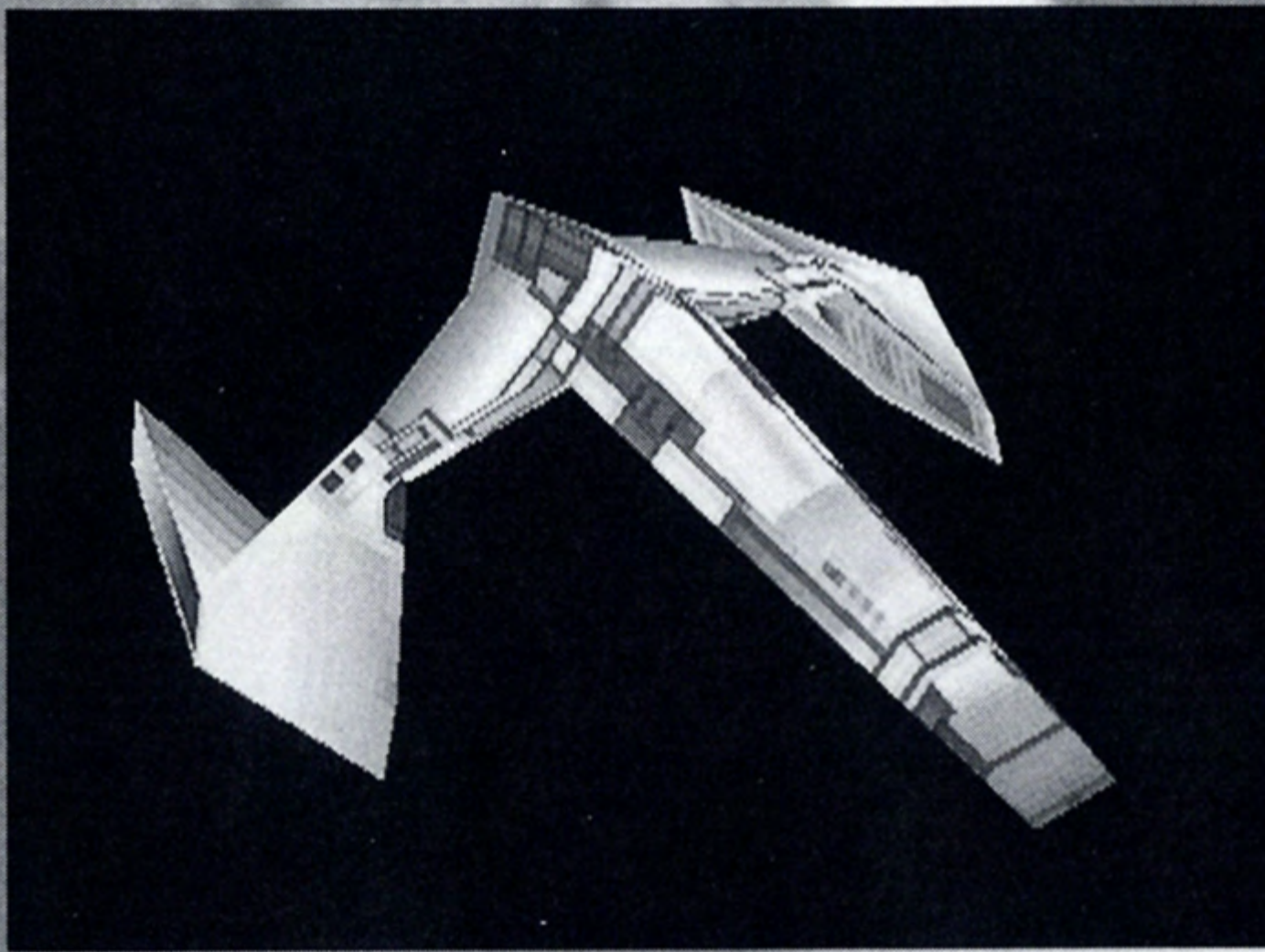




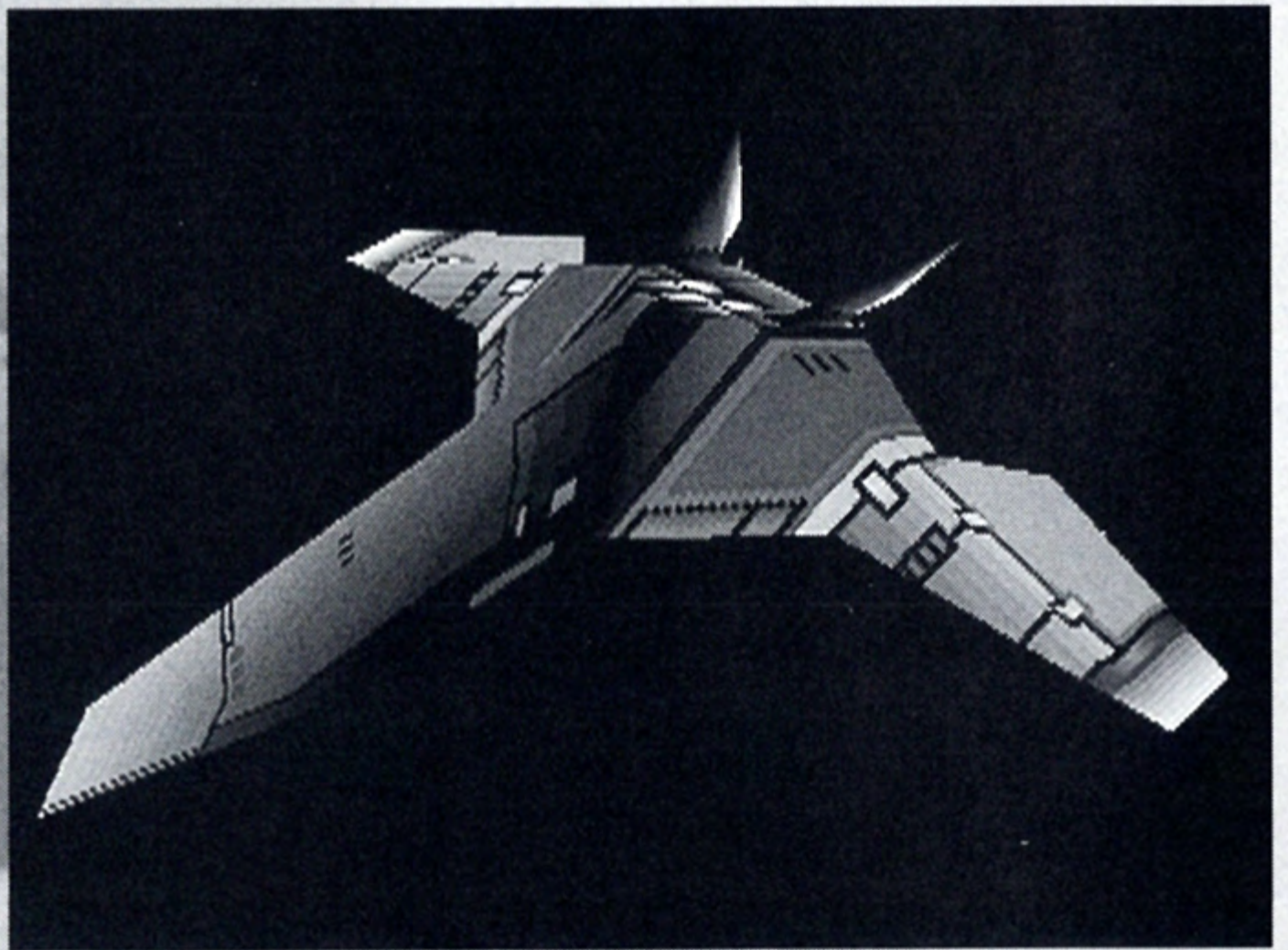
**Camus:  
Pilot-less  
Small-Sized  
Fighter**



**Troubadour:  
Small-Sized  
Interceptor  
Fighter**

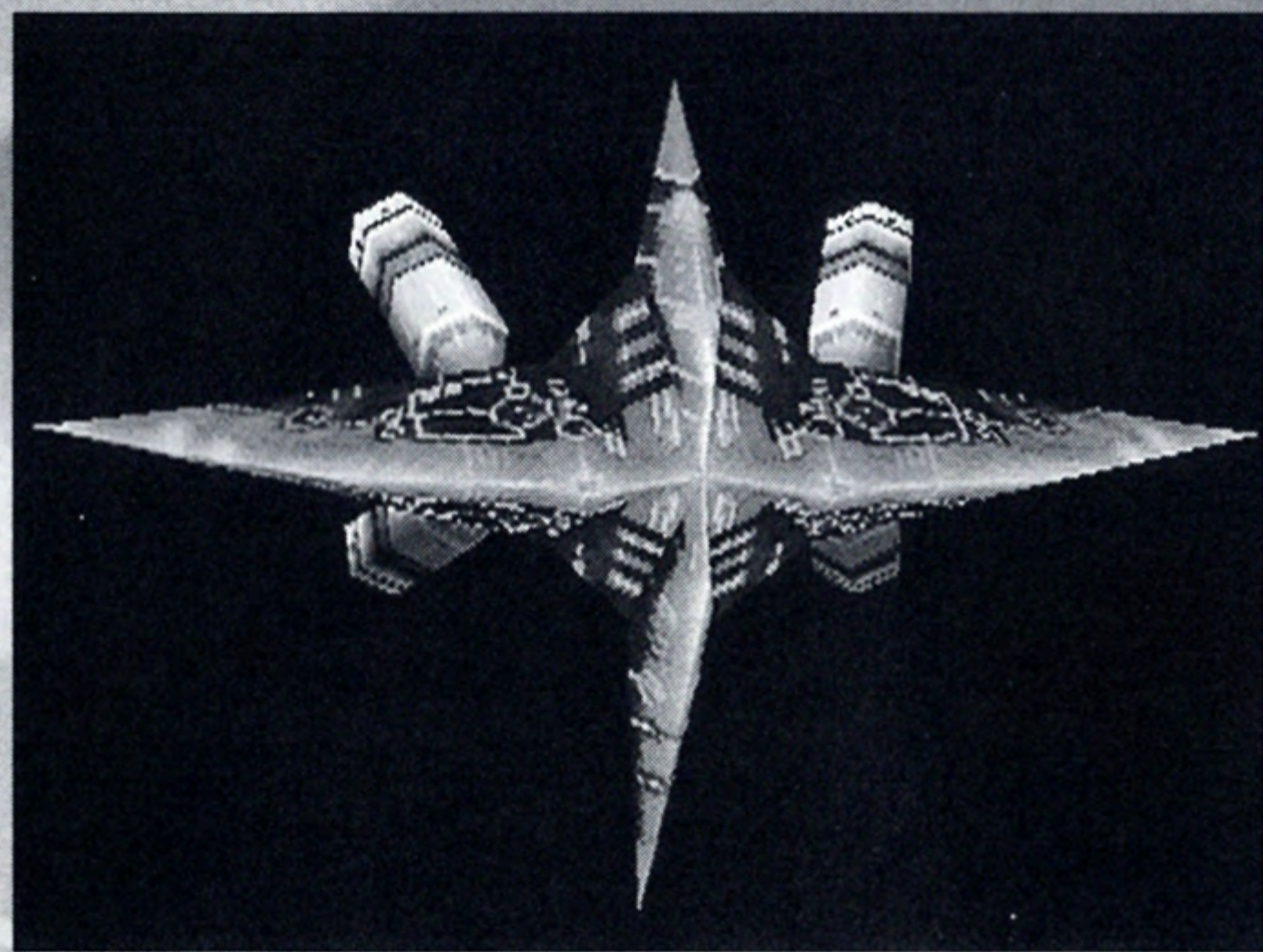
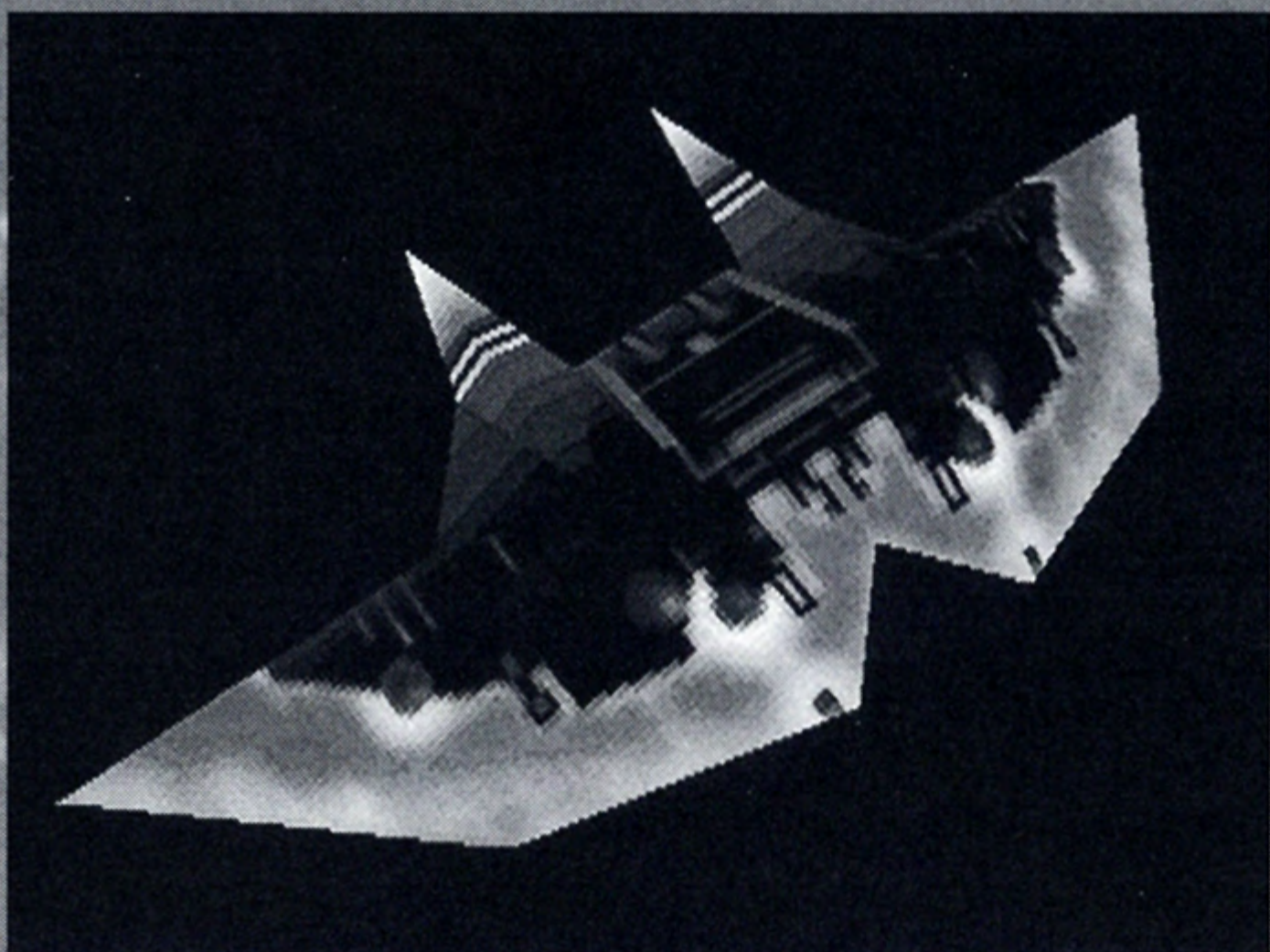


**Lazy Cat:  
Small-Sized  
Surveillance  
Fighter**



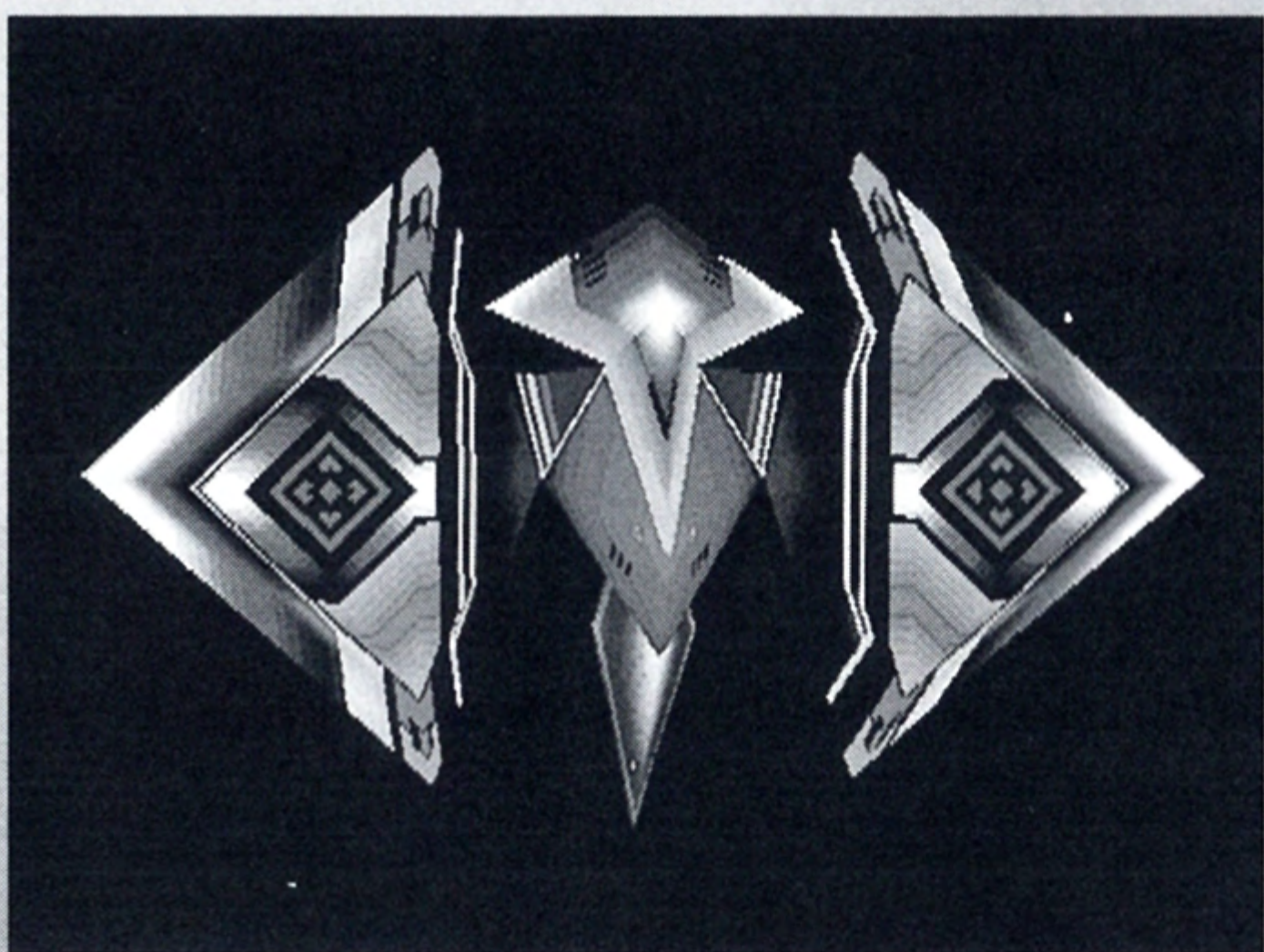


**Shadow Fly:  
Small-Sized  
Fighter for  
Storm  
Attack**



**Diver:  
Standard  
Mid-Sized  
Fighter**

**Wudi: Heavily  
Mobile Mid-  
Sized Fighter**

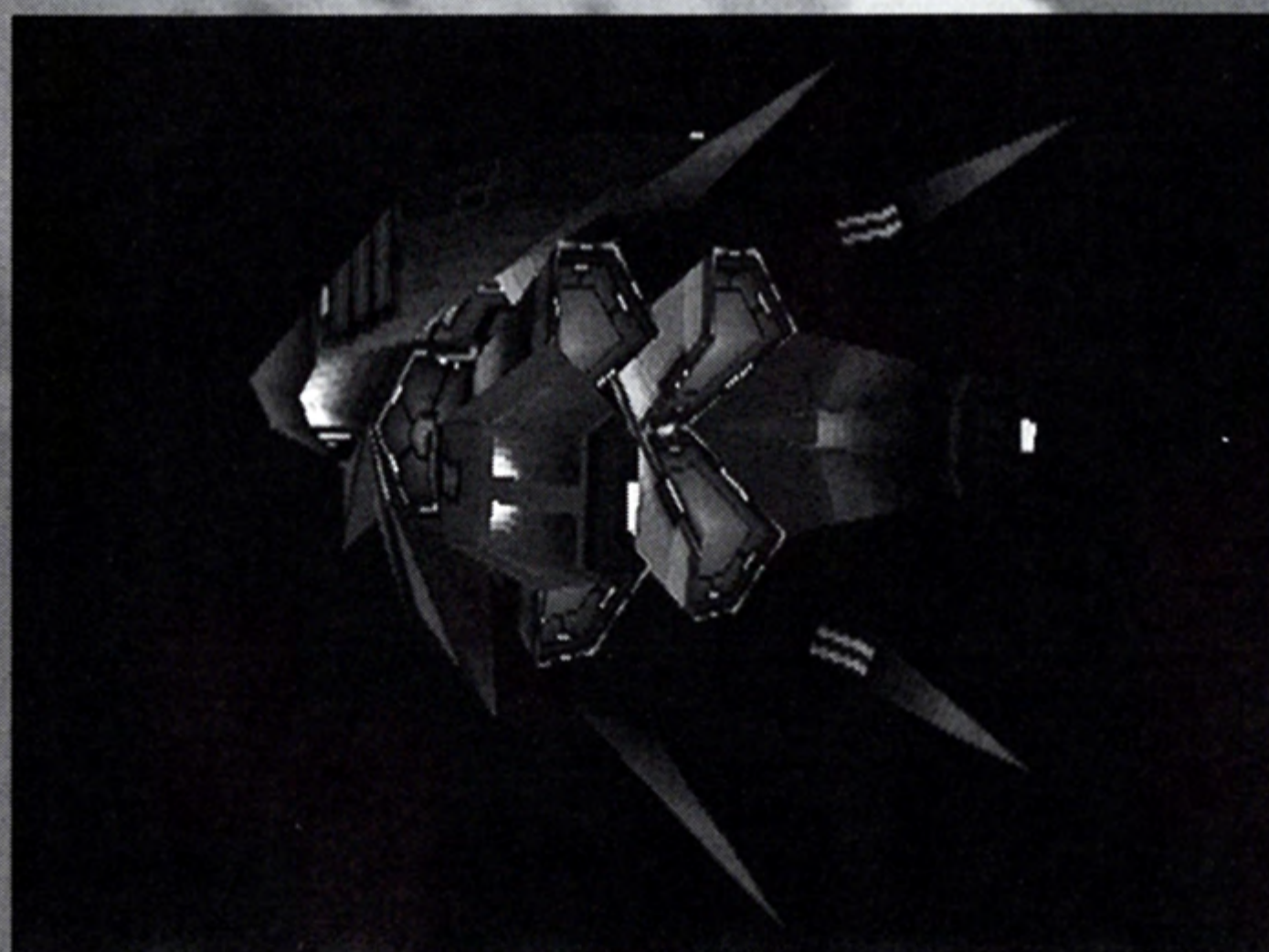




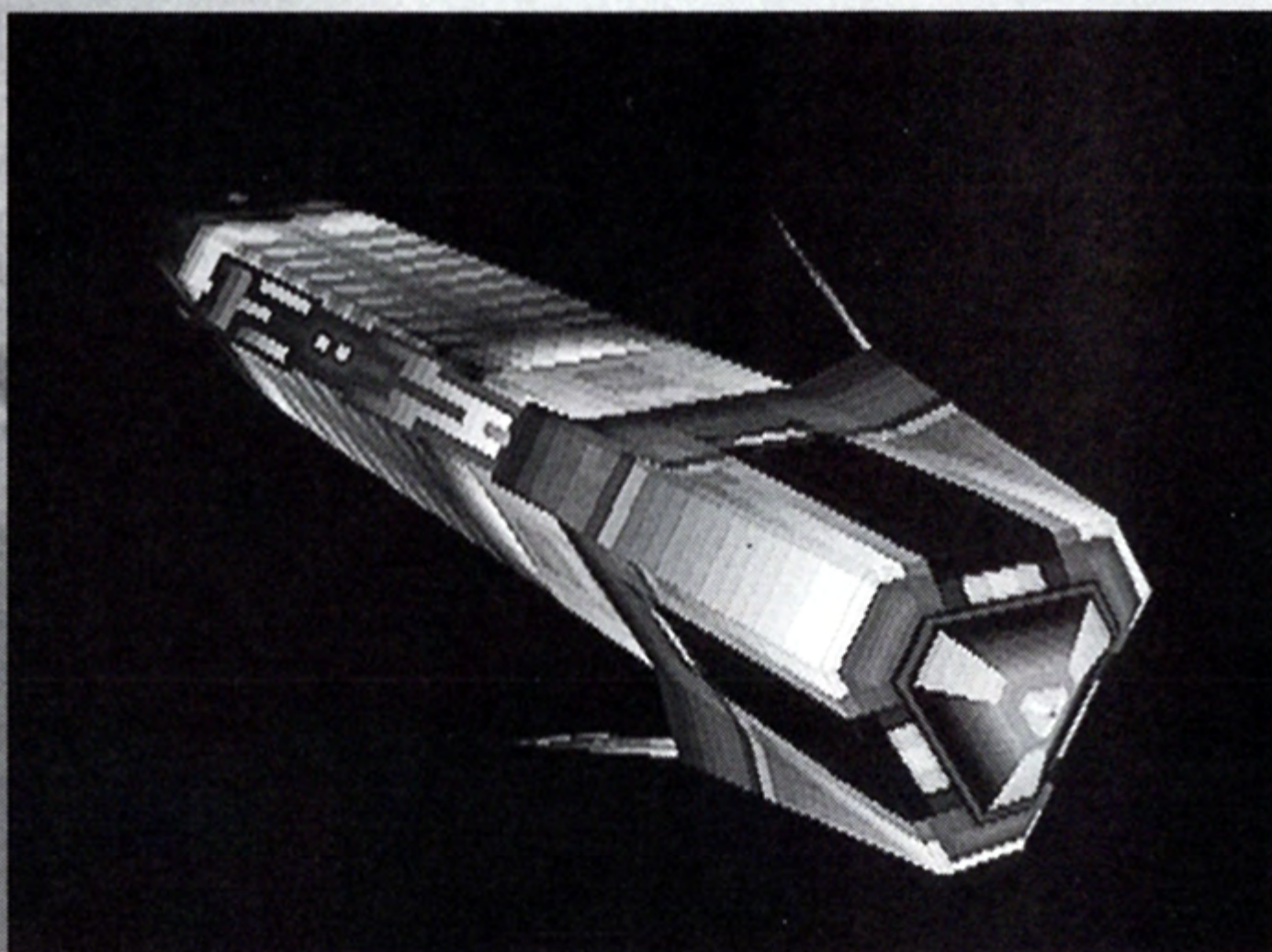
**Mellozzo:  
Mid-Sized  
Fighter for  
Information  
Transmission**



**Gast-Garlo:  
Mid-Sized  
Strong  
Attack  
Fighter**

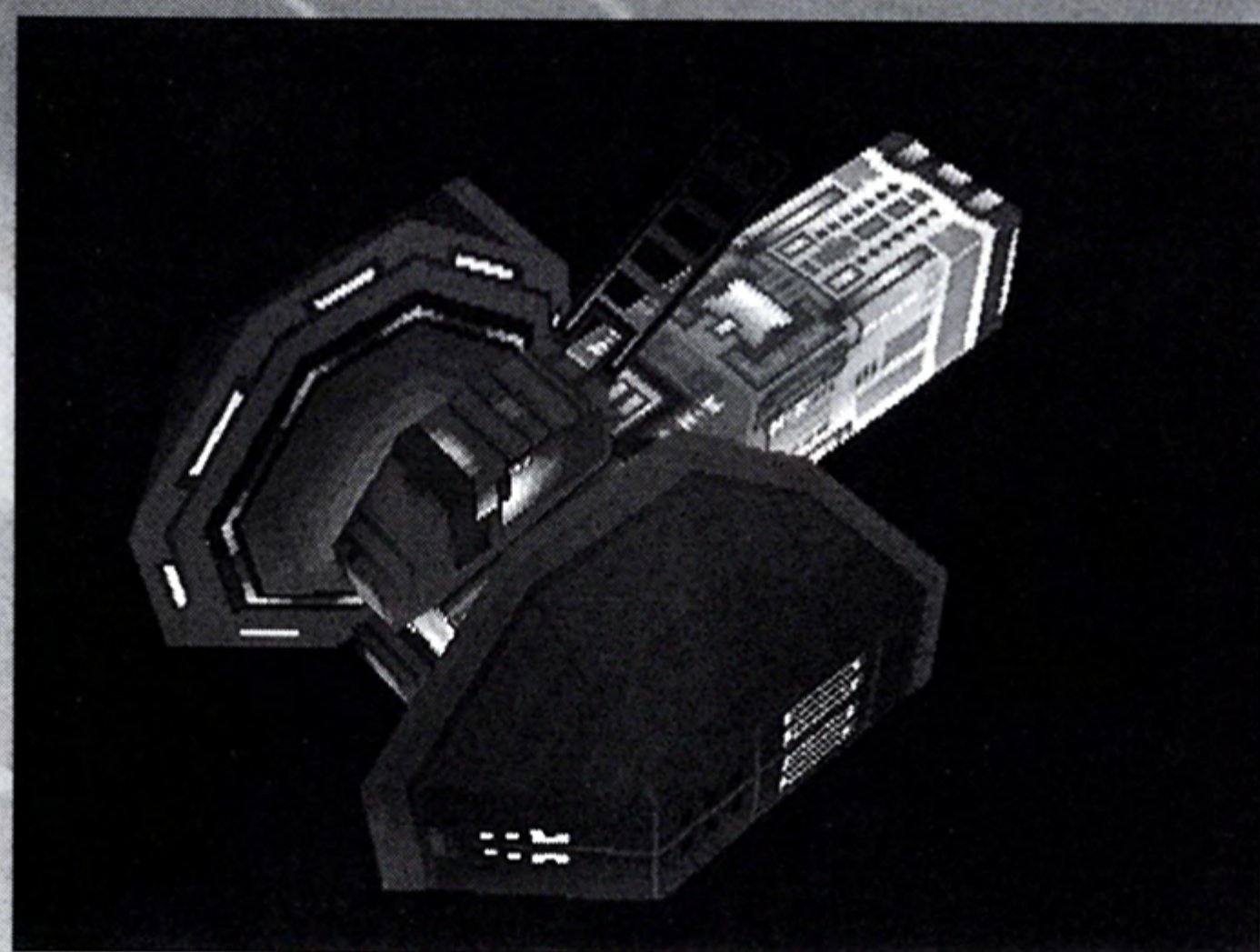
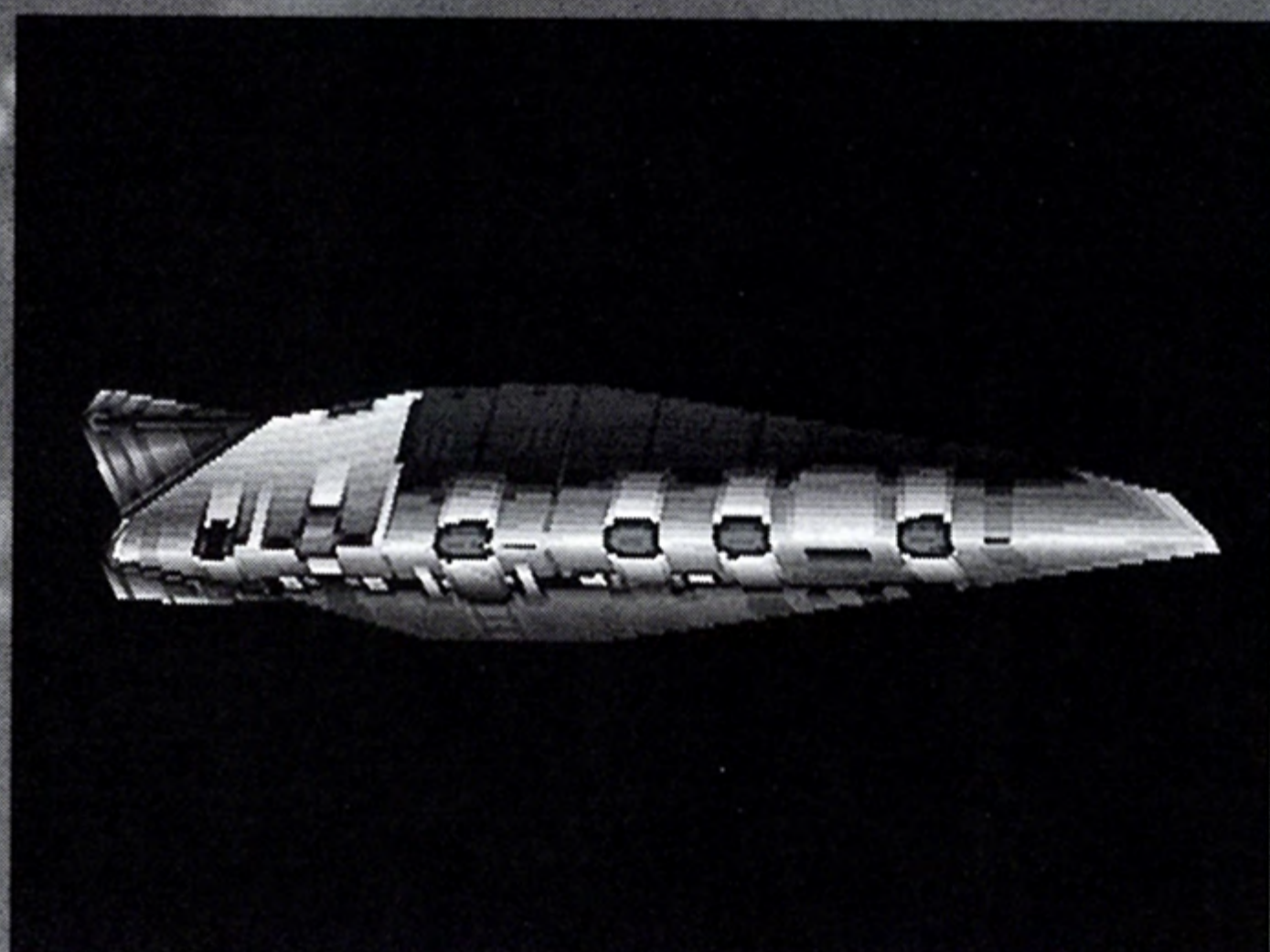


**M1: Ultra-  
large-Sized  
Missile**



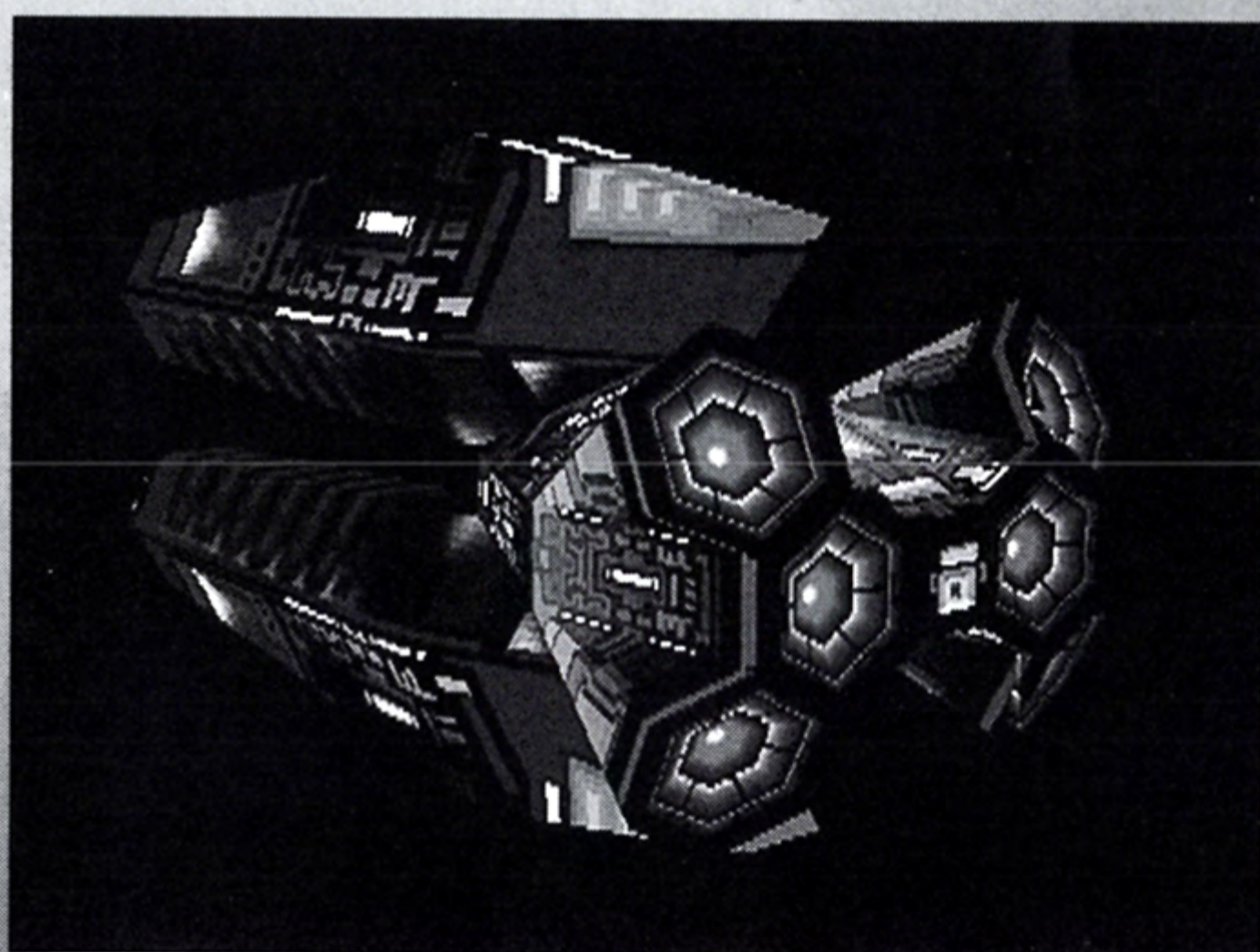


**Pippin: Mid-Sized Reconnaissance  
Fighter**



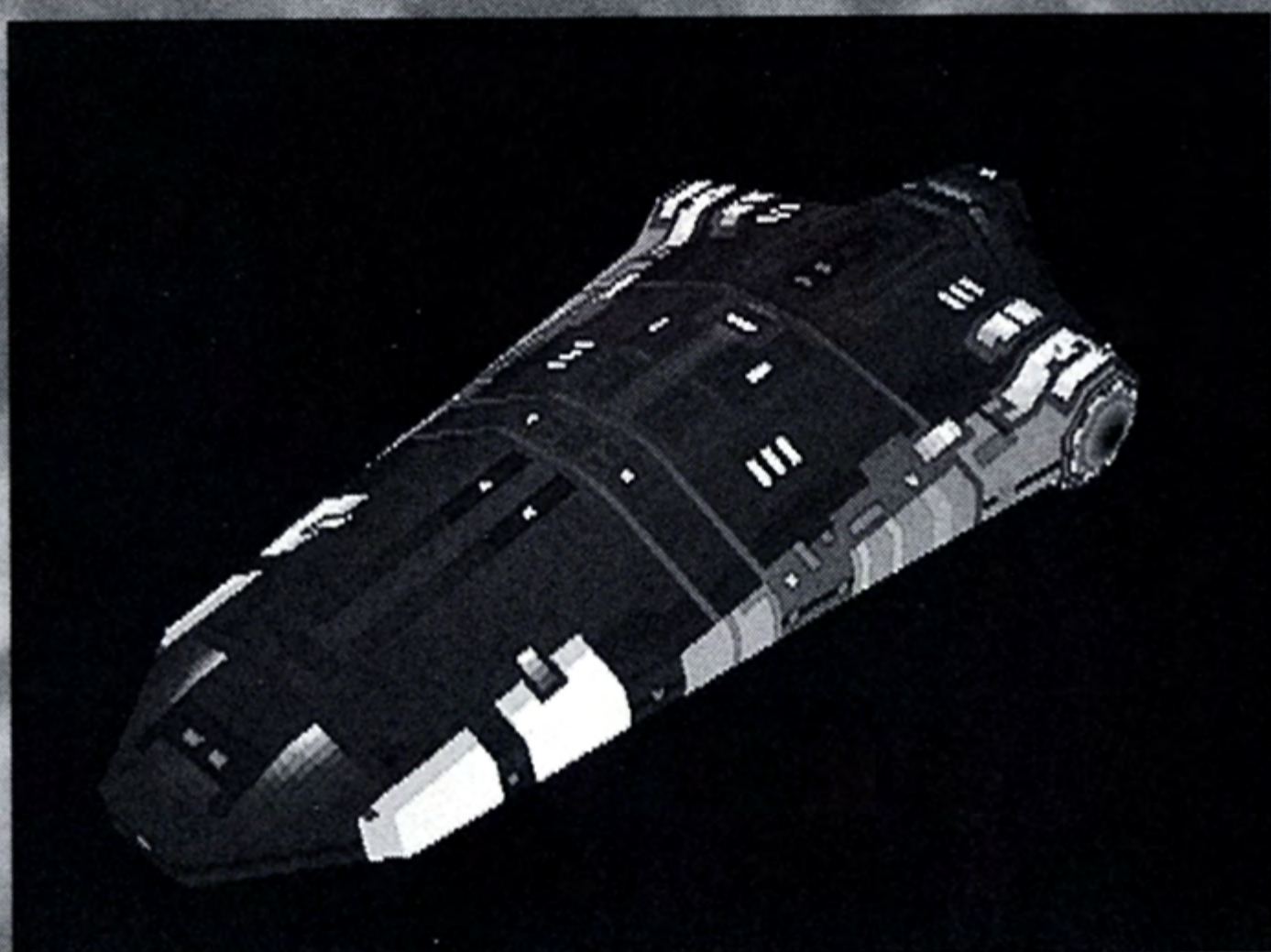
**Thundi:  
Torpedo Ship**

**Battler:  
Fighter**

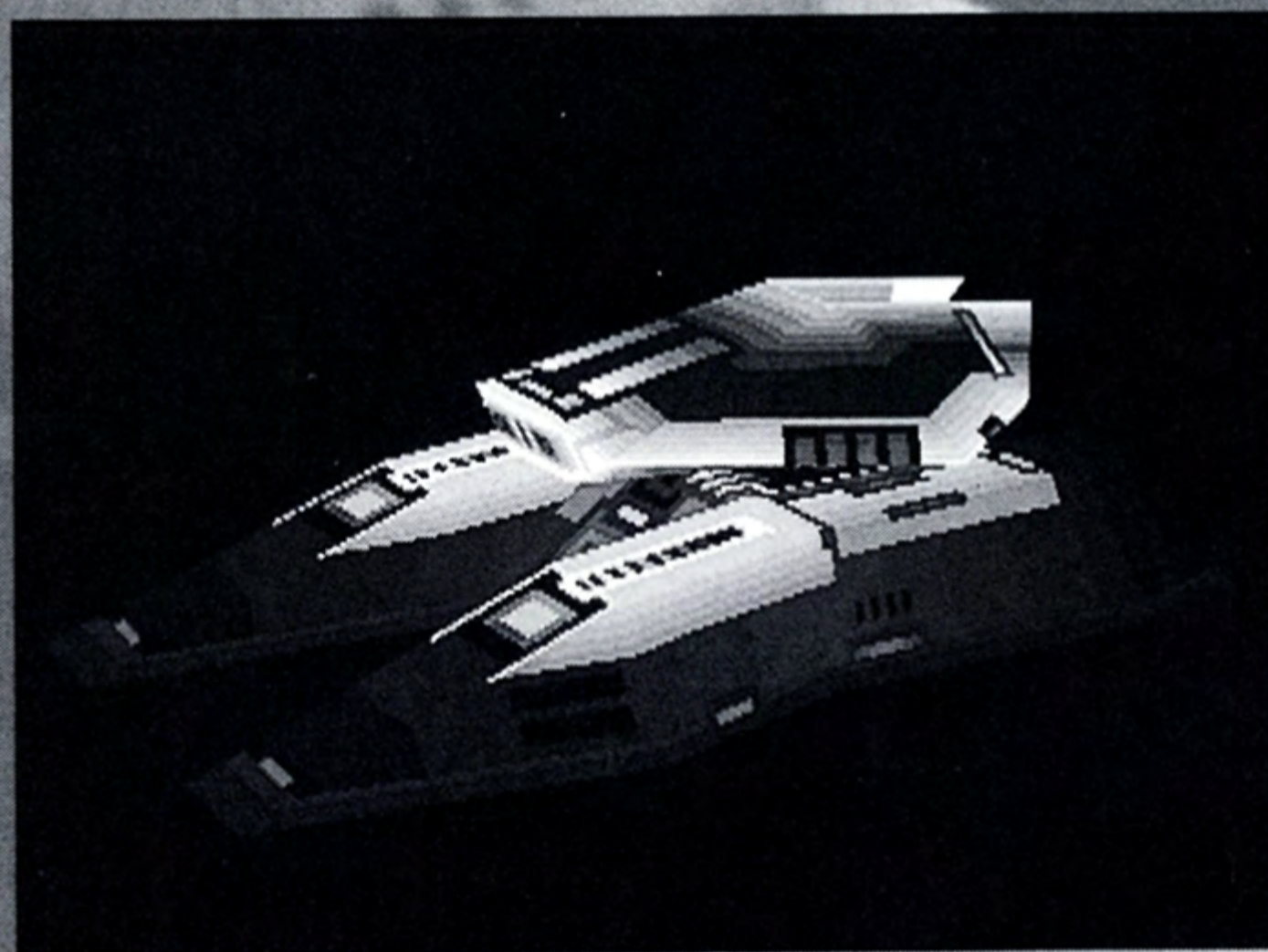




**Portrader:  
Transport  
Plane**



**Lipane:  
Laser Tank**

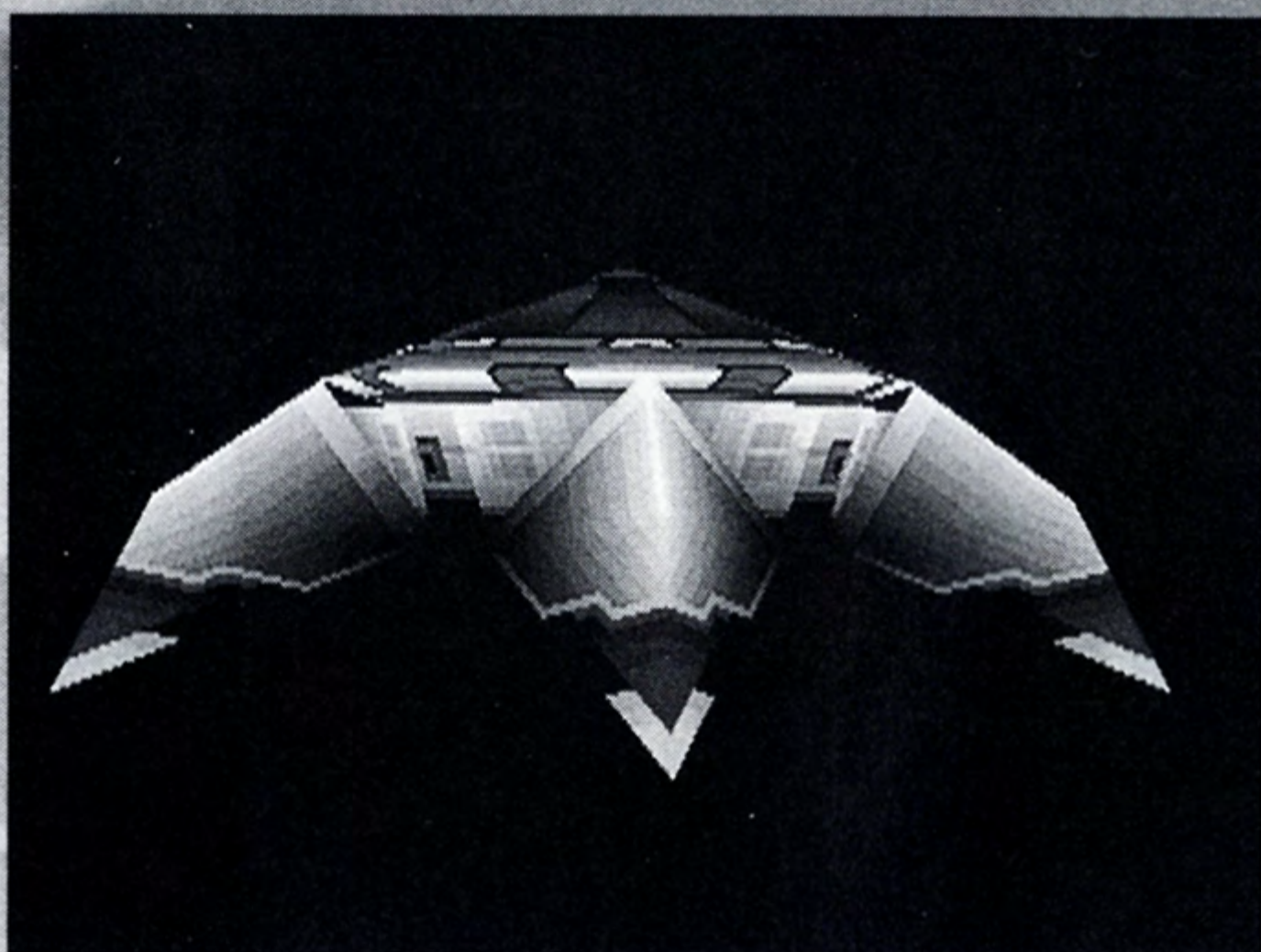


**Elissim: Fixed  
Canon  
System**





**Relissim:  
Manned  
Floating  
Canon  
System**



**Gelruof:  
Small-Sized  
Quadruped  
Tank**

**Delissim:  
Unmanned  
Floating  
Canon Table**









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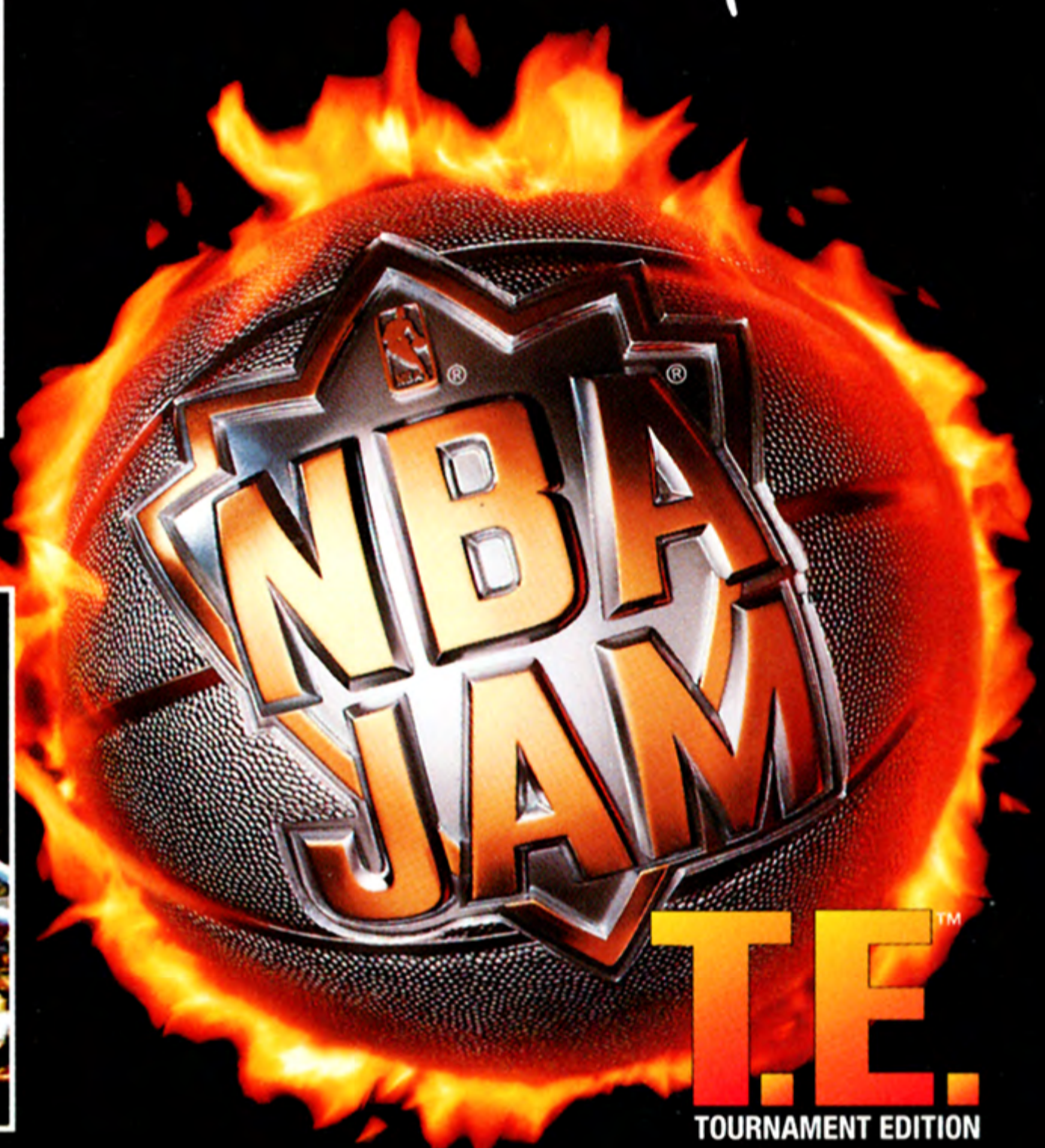


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PlayStation



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