

Your mission

Your ship is transported to the moon via a mother ship. Upon landing, you will automatically refuel because your ship is placed on top of the mother ship between two hatches. To stop fuelling depress the up button. To refuel later on, come back to the mother ship and dock in the same position.

The ship controls consist of UP-LEFT-RIGHT-IN-OUT and LADDER. The keys are redefinable. The IN-OUT keys are required because the game is displayed in 3D.

The display scrolls horizontally and also wraps around, so you will eventually come across the same objects no matter which direction you move in. Also the ship is affected by gravity. Missiles are fired in the direction of the ships motion. Use these to destroy the bombers, jumping men and heat-seeking bugs.

Each object casts a small black shadow, so match them up with your shadow with the IN-OUT keys before shooting.

For each squadron of bombers you destroy, you get bonus points but the game gets a little more difficult.

If an enemy bomber progresses too far they will drop a bomb on a city. The city will then burst into flames causing the scientists to evacuate. They will run to a pre-determined spot waiting to be rescued. If, while waiting, a jumping man jumps above him, he will be dragged up into the air, to be lost forever. Shooting the jumping man while being dragged up will cause the scientist to be released.

The scientist can be taken into your ship by lowering down a ladder to him. He can climb up this himself. The men are rescued when brought back to the mother ship. If two men from the same city are rescued then that city is rebuilt and the men placed back in it. If your ship is destroyed then any men in it are lost.

Points

Destroying a bomber	10 points
Destroying a complete squadron of bombers.	100 points
Destroying a jumping man.	20 points
Destroying a heat-seeking bug	20 points
Taking man into ship	20 points
Bring man to mother ship	20 points

Key control

Each of the 7 ship control keys are redefinable. Depress the D key when asked to do so in between games to enter key definition mode. Also go to his mode to check current key allocation.

To modify a key function, point to that function using the up-down cursor keys, then press the key you wish to use for that function. When done then press return to leave key definition mode.

The current key allocation is:

Fire	(space)
up	.
left	x
right	/
in	Q
out	A
ladder	C

During game play the volume can be set using the numeric keys 0-9. The game can be halted using the H-Key and restarted with the J-Key.