

MERLIN
SOFTWARE

BLUE MOON



BLUE MOON

Program written by J. Perkins.
Other Arcade Games from:

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For **COMMODORE 64** & JOYSTICK

BLUE MOON

LOADING PROGRAM

1. Insert the cassette into the cassette unit.
2. Ensure that the tape is rewound.
3. Then type: |LOAD and press RETURN.
4. After the program has loaded, the program will run automatically, and the game is ready to play.

SELECTING A LEVEL OF DIFFICULTY

Push joystick forward to increase level. Pull back on joystick to decrease level.

Then push fire button when you are ready to start.

PLAYING THE GAME

You are the pilot of an intergalactic spacecraft. Your mission is to rescue a sister-ship and her crew trapped on a hostile planet and to return with them to the safety of the Blue Moon.

However, journeying cross the vastness of space there are many hazards to negotiate

STAGE 1 - DOCKING Connect the two modules of your ship to begin the journey to the Blue Moon. (Gently does it).

STAGE 2 - COMET STORM These must be destroyed or avoided if you are to continue on to the next stage. (Hit as many as possible and start to build up your score.)

STAGE 3 - BLUE BOUNCERS These are deadly alien creatures that bounce around the screen firing plasma bombs. (The bombs cannot be intercepted). Occasionally the creatures mutate into pods and fall to the bottom of the screen, thus generating a new bouncer. (You have been warned).

STAGE 4 - TECOM MAN This alien drifts across the top of your screen dropping droids and large yellow eggs. Watch as the eggs break open to produce the deadly bell birds who will attack you by firing plasma bombs. (Get them before they get you). The TECOM and the bell birds must be destroyed completely before you can move on.

STAGE 5 - LANDING ON THE BLUE MOON If you have the makings of a galactic space pilot, you will be able to make it to the final stage and land on the BLUE MOON at one of the three landing sites. If you complete the final stage you will receive a bonus life and return to stage one at a more difficult level. (Well done).

JOYSTICK CONTROL

Move the joystick LEFT to move spaceship LEFT.

Move the joystick RIGHT to move the spaceship RIGHT.

Press the fire button to launch a "TRIPLE SONIC DE-ATOMIZER".

Insert joystick into port 1.

SCORE TABLE

<i>Correct connection of both modules</i>	<i>200 pts</i>	<i>Alien Eggs</i>	<i>50 pts</i>
<i>Comets</i>	<i>20 pts</i>	<i>Alien Droids</i>	<i>50 pts</i>
<i>Blue Bouncer (normal)</i>	<i>100 pts</i>	<i>Bell Birds</i>	<i>100 pts</i>
<i>Blue Bouncer (mutant pod)</i>	<i>200 pts</i>	<i>Difficult Landing Sites</i>	<i>200 pts</i>
<i>Hit on the TECOM Man</i>	<i>50 pts</i>	<i>Easy landing site</i>	<i>50 pts</i>

During stages 2 and 3 points are also given for endurance

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