

BLUE MOON

Written and produced by Jason Perkins

LOADING PROGRAM

1. Insert the cassette into the cassette unit.
2. Ensure that the tape is re-wound.
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 across 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. (Sooty 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).

SCORE TABLE

Correct connection of both modules

200 pts

Alien Eggs

50 pts

Comets

20 pts

Alien Droids

50 pts

Blue Bouncer (normal)

100 pts

Bell Birds

100 pts

Blue Bouncer (mutant pod)

200 pts

Difficult Landing Sites

200 pts

Hit on the TECOM MAN

50 pts

Easy Landing Site

50 pts

During stages 2 and 3, points are also given for endurance. -

MERLIN SOFTWARE

BUSINESS AND TECHNOLOGY CENTRE
BESSEMER DRIVE, STEVENAGE, HERTS. SG1 2DX

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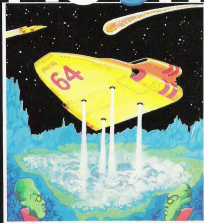
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BLUE MOON



COMMODORE 64 and JOYSTICK