

LUNAR OUTPOST™

INSTRUCTION MANUAL

For the Commodore 64™ Computer

INTRODUCTION

You're the commander of the Lunar Assault Vehicle (LAV), assigned to defend Earth's lonely lunar outpost against the never-ending attacks by the Zytrons, those zealous zooparasites who are determined to eliminate our moon expedition in preparation for a full scale invasion of our mother ship, planet Earth.

Within this lunar outpost are precious supplies, strategically stored in a number of buildings throughout the base. These buildings contain your fuel supplies, missiles, repair stations, and command centers. Protect these buildings with your life, because if they are destroyed, there is nothing to prevent the Zytrons from invading the earth—nothing but empty space.

Uh-oh! There go the alarms. Inbound attackers! Inbound attackers! The key questions: How long can you hold them off before help arrives? One day? Two? Possibly a whole lunar month?

Quick! Assess the degree of difficulty you anticipate to zap these zig-zagging zombies and estimate how many lunar days you think you can survive before their devious demolition of your buildings. Then, get ready for action.

Check the enemy scanner. Figure out where these mutants are planning to attack and zoom over there pronto, before they zero in on one of your buildings.

Watch out for moon craters; they'll just slow you down. Glide along the power strips to conserve your batteries and get to the Combat Zone fast. Pay attention to your fuel gauge and the condition of your vehicle. If you're low on power or take too many direct hits, you'll only move a fraction of your top speed. Time is of the essence. If you're not there, count on the fiendish Zytrons to start the war without you.

Aha! There's a group of Zytrons now, attacking a command center. Quick! Jump into the Combat Zone and vaporize those villainous vandals with a vengeance. Some of their ships require several direct hits, so fire your missiles carefully.

Keep a close eye on that enemy scanner, though. While you're busy engaging this group in the Combat Zone, another group of Zytrons could be attacking a building somewhere else on the Lunar Map. Oh, no! Speaking of the devils, there goes another alert warning. IN TROUBLE, IN TROUBLE flashes across the screen, together with an image of a Command Center.

Quick! Hit the Deflector Shield. See if you can save that building, because if that Command Center goes, you could be in for one long, lunar day!

Should you break off the attack here in the Combat Zone and rush to defend that other building? Can you make it this time? Decisions, decisions. And you thought an assignment at this lonely LUNAR OUTPOST was going to be boring. Surprise! The moon may not be made of cheese, but it sure ain't a piece of cake, either.

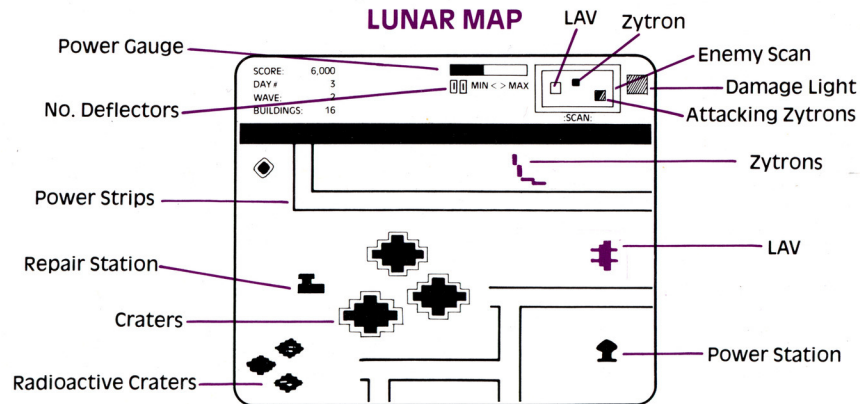
OBJECTIVE

Devise a strategy which will allow you to survive the number of days you determined that the battle would last. Score as many points as

The Zytrons fly in groups of 1 to 6, attempting to destroy each building in their path. The greater the number of Zytrons in any particular group, the higher their chances of penetrating the building's automatic defense shield and demolishing that building.

Zytrons seldom attack your LAV directly, but if they succeed in doing so, you will find yourself in the center of a radioactive (red) crater with your LAV temporarily out of control.

Game play takes place on two different screens: The Lunar Map and the Combat Zone. The Lunar Map, displaying approximately one-fourth of the total territory under your command, is the area in which you travel from building to building in your search-and-destroy mission to eliminate the Zytrons. Once you encounter a group of Zytrons you want to do battle with, close in on them and press the



fire button. You will then jump into the Combat Zone, a close-up detail of the area of the Lunar Map where you confronted the Zytron group. To destroy an attacking Zytron ship, position your LAV directly under the ship and press your fire button to launch a missile. Some ships can absorb several hits before you can fully destroy them.

While you are battling Zytrons in the Combat Zone, other groups of Zytron ships may be attacking other buildings on the Lunar Map. If so, a warning sound will alert you and "IN TROUBLE" will flash on the screen with a picture of the building under attack.

At any moment, you can cause all Zytron groups to immediately break off their present attack and move on to another target by activating one of your limited number of Deflector Shields (i.e. by pressing the space bar). Additional Deflector Shields (up to 16) may be earned as you accumulate sufficient points.

When you are on the Lunar Map screen, you can observe your LAV's position in relation to the invading Zytron ships by consulting the Enemy Scan located in the upper right hand corner of the screen. Your LAV is the white dot; cruising Zytrons black dots; and Zytrons in the process of an actual attack on a building are orange. On the Lunar Map itself, your LAV appears blue, while the Zytron ships are flashing, shadowed dots, the number of which indicates how many ships are flying in that particular formation.

POWER STRIPS

Your LAV normally is powered by its own internal batteries, which (like all batteries) run down. However, the Lunar Map is criss-crossed with red Power Strips which allow you to travel at full speed without consuming energy.

you can by destroying Zytron ships, preventing the demolition of your buildings, and by keeping your Lunar Assault Vehicle alive and well.

Your ultimate goal is to increase the number of days (up to 28) you think you can survive at the highest level you can play the game.

GETTING STARTED

- * Set up your Commodore 64™ as shown in the Owner's Manual.
- * Remove any cartridges from the computer, remove any disks from the drive.

Disk:

- * Turn ON the computer, turn ON the disk drive.
- * Insert your Lunar Outpost™ program into the disk drive with the label facing up, and the slotted section pointed towards the back.
- * Plug your joystick into Port #2.
- * Type **LOAD "*" , 8, 1** and hit the **RETURN** key, OR type **LOAD "LUNAR" , 8, 1** and hit the **RETURN** key. "Stand by" while the program is loading.

Cassette:

- * Turn ON the computer
- * Insert your Lunar Outpost™ cassette into the recorder with the label facing up. Make sure the tape is rewound.
- * Plug your joystick into Port #2.
- * Type **LOAD "LO" , 1, 1** then hit the **RETURN** key.
- * Press the **PLAY** button on the recorder.

STARTING PLAY

- * When the game first appears on the screen, you will see a view of the moon. To begin, press the fire button.

* Choose the number of days (1 to 28) you think you can survive before help arrives. This is your objective. To increase or decrease the number, push the joystick forward or back. Press the fire button to enter the number.

* Choose your Skill Level by selecting the base you wish to defend. Skill Level 1 (easiest) is Alpha Base, Level 2 is Lunar Command, and Level 3 is Farside Station. Push the joystick forward or back to increase or decrease the number. Press the fire button to enter the number.

CONTROLS

Your joystick controls your Lunar Assault Vehicle (LAV). Move your joystick in the direction you want your LAV to go—right, left, up, or down.

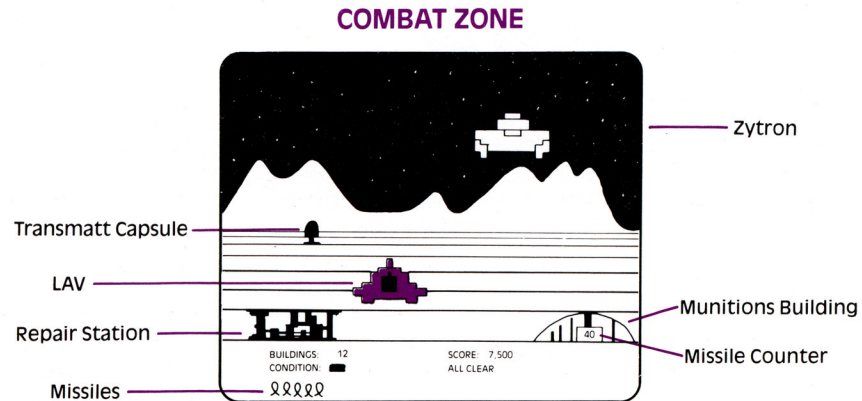
To place your LAV into a Combat Zone, press the fire button. While in the Combat Zone, press the fire button to launch anti-ballistic missiles at the invading Zytron ships. To return from the Combat Zone to the Lunar Map, use the joystick to direct your LAV into the black and-white flashing Transmatt Capsule on the horizon.

Press the space bar to activate your Deflector Shield.

To PAUSE the game, press the **F1** key. The screen will blank out until you resume play by pressing the **F7** key.

GAME PLAY

Four waves of Zytrons attack buildings each lunar day. Defeat any one of those four waves without losing a building, and you automatically advance to the next Lunar Day without being attacked by the remaining waves.



BLACK BOMBERS and DECOY SHIPS

At some point in your heroics, the Zytron Strike force will perceive you as a serious opponent and occasionally spin off some Black Bombers and Decoy ships to make your day a little more miserable. Black Bombers and Decoy Ships attack you only when you are on level ground, whether you are in the Command Zone or on the Lunar Map, leaving you in the center of a red, radioactive crater that throws your LAV out of control for awhile.

The only way to eliminate these Black Bombers and Decoy Ships is by activating a Deflector Shield. Other than that, the only way to evade these pesky mosquitoes is to hide your LAV in a crater or atop a building until they disappear (only temporarily).

CONTINUING PLAY

If you achieve your objective, the computer will ask you if you wish to continue playing the same game. Push the joystick forward for YES, or back for NO. Press the fire button to enter your decision. If you say YES, the game will continue as if there was no interruption. The game will end when all your buildings are destroyed, your LAV is no longer functioning, or if you survive all 28 days.

Bonus points are not awarded for extended play beyond your objective unless you last the full 28 days. If you survive the full 28 days, 50,000 bonus points will be awarded for skill level 1, 100,000 for skill level 2, and 150,000 for skill level 3.

SCORING

Points are awarded for each Zytron ship destroyed in the Combat Zone. Point values for the six Zytron ships are:

Ship	Points Awarded	Number of Hits Required to Vaporize
Dreadnaught	400	7
Corvet	250	4
Inviso (invisible ship)	200	1
Duster	150	4
Cruiser	150	2
Attack Ship	50	1
Zytron Bomb	10	1

Additional points are awarded for hitting Zytrons at greater distances. If you hit a Zytron when it appears the smallest, you earn an additional 100 points.

POWER STATIONS

Your speed is determined by the strength of your batteries, which is measured by the power gauge at the top of the Lunar Map screen. When the gauge shows MIN (minimum power), you can only move at half speed. To recharge your batteries, locate a light blue building on the Lunar Map and position your LAV directly over it. This is your Power Station. The longer you stay, the more recharged your batteries get.

REPAIR STATIONS

Your LAV's operational capacity and speed are also affected by its damage condition. Your LAV can absorb a total of seven direct hits by the Zytrons before it is completely out of order. The condition of your LAV is indicated by the color gauges on both screens. If green, your LAV is in top condition and can travel at top speed. If yellow, at half speed. If red, at quarter speed (and soon, not at all!).

You may repair your LAV only in a Combat Zone which contains a dark blue Repair Station. To repair your LAV, position it directly over the repair Station shown at the bottom of the Combat Zone. Press the fire button and hold down while pulling back on the joystick to lock on the building.

If you are properly aligned, a technician will appear on an anti-gravity lift. To raise the lift to your LAV, push your joystick forward until you hear the contact sound. Then push your joystick to the right to turn the technician toward the repair console. Press the fire button to pick up the required part. Push the joystick forward to install the part. Repeat this process until repairs are completed. When completed, your technician will sink back into the Repair Station.

MUNITIONS BUILDINGS

Your LAV is capable of carrying 140 missiles. If you exhaust your supply, you can obtain additional ammunition from a yellow Munitions Building. However, you can only get additional missiles while you are in a Combat Zone which contains a yellow Munitions building.

To get additional missiles, center your LAV directly over a yellow Munitions Building in the Combat Zone and hold the fire button down while pulling back on the joystick. Each missile at the bottom of the Combat Zone screen symbolizes 10 missiles in your LAV's arsenal.

Each Munitions Building has a limited number of missiles, from 25 to 75, as indicated by the counter at its base. Once you take the missiles from a building, it will not be restocked until the next Zytron wave. If the Zytrons succeed in destroying all the Munitions Buildings, all the remaining buildings will become Munitions Buildings, each containing 25 missiles. Since the Power Stations and Repair Stations will now function as Munitions Buildings, you will no longer be able to recharge your batteries or make repairs after that.

PULSARS

Hidden somewhere in each Lunar Map are four Pulsars, high frequency radio signals which scramble the Zytron navigational computers, forcing their ships to converge at the pulsar's location, where the ships immediately self-destruct. Activated by running over them with your LAV, these black, pulsating rectangles can be used only once. For each group of Zytrons destroyed by a Pulsar, you receive 5,000 points and the opportunity to fight the Zytrons another lunar day.

HIGH SCORE TABLE

If you qualify, a High Score Table, listing the top 20 players, appears at the end of each game. Players are ranked first, by the number of points received, and second, by the number of days survived.

To enter your initials, move the joystick forward or back until an initial appears, then press the fire button. After you have entered your initials, the program will proceed to the Introduction Screen.

To clear the High Score Table, hold the **CLEAR** button down for 5 seconds while loading the game. Later, a message will appear, indicating that the tab has been cleared. To review the High Score Table during the Introduction screen, press the **F3** key.

BONUS POINTS

At the end of each Lunar Day, bonus points are awarded for each building still standing:

Power Station (light blue)	100 points
Repair Station (dark blue)	200 points
Munitions Building (yellow)	300 points
Lunar Command (green)	500 points

If you achieve your objective (survive for the number of days you stated you could,) bonus points are also awarded for each day survived:

ALPHA BASE (Skill Level 1)	5,000 points per day survived
LUNAR COMMAND (Skill Level 2)	7,500 points per day survived
FAR SIDE STATION (Skill Level 3)	10,000 points per day survived

HELPFUL HINTS

- * A large group (5 or 6 Zytrons) will be able to atomize a building's automatic defense shield fairly quickly. Engage large groups, and lower their numbers.
- * Try to engage Zytrons away from your buildings in order to protect them from Zytron fire.
- * Invisible ships have shadows.
- * Remember you cannot make repairs or get ammunition in a Combat Zone unless those buildings were near you on the Lunar Map when you transferred into the Combat Zone.



©1984 Epyx Inc.
Epyx is a registered trade mark of Epyx Inc.
Lunar Outpost is a registered trade mark of Epyx Inc.
Commodore 64 is a trade mark of Commodore International.

BK1(X)CY/CQ 000627



CASSETTE LOADING INSTRUCTIONS

LUNAR OUTPOSTTM

This cassette contains a fast loading routine which considerably reduces the time taken for the programme to load.

Switch the computer off, remove any cartridges, connect a C2N Datasette Unit, and connect a joystick to (Port 2). Switch on, put a cassette in the Datasette Unit and fully rewind the tape to the left. Zero the counter.

To load the programme press and hold down SHIFT, then press RUNSTOP whilst holding SHIFT. Start the tape as prompted. When each section has LOADED press the SPACE bar to load the next section. The programme will start automatically when the last section has loaded.

The programme will normally take about *3 minutes* to load.

If loading difficulties are experienced ensure that the read/write heads of the C2N Datasette Unit are cleaned and demagnetized every 10 hours of use, as described in the Operating Instructions.

DISK LOADING INSTRUCTIONS

LUNAR OUTPOST™

Switch the computer off. Connect a disk-drive, and plug a joystick into Port 2. Switch the disk-drive on, followed by the computer. Turn the sound volume about half-way.

Insert the disk, label upwards and notch to the left, then type:-

LOAD "*", 8, 1 and press RETURN.

The computer will reply:
SEARCHING FOR "*"
LOADING
READY.

The Epyx Logo will be displayed for about 2¼ minutes, whilst the game is loaded.

Follow the commands given in the Instruction Manual.