

MOON SHUTTLE

Play Nichibutsu's thrilling arcade game
MOONSHUTTLE® on your own home
computer!

You think it may be just another routine Moon Shuttle® flight as you blast your way through our first asteroid shower. But wait - what are those up ahead? They look like the enemy's rocket-launcher forces!! They're flying in and out of your sights, making it nearly impossible to shoot them down. And even if you succeed, it looks like an even denser asteroid shower up ahead! As the pilot of this spectacular Moon Shuttle flight, you repeatedly encounter unexpected dangers as you blast your way through asteroids, bomb launchers, expandos, and man-o-wars. And just as you think you've hurdled the final obstacle - you begin again, only this time makes the last onslaught look tame!!

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SOFTWARE

CBM 64

MOON
SHUTTLE

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£2.99

MOON SHUTTLE

GAME CONTROLS AND INDICATORS

ONE OR TWO PLAYERS Press f3 to select number of players.

JOYSTICK Move the joystick left or right to travel left or right in your Moon Shuttle. While in the asteroid belts move the joystick up to travel at super speed and release it for normal speed. Press the joystick button to fire. (Note: You will not be able to move upward while confronting aliens.) For a two-player game, connect two joysticks to your computer.

NUMBER OF SHIPS The number of Moon Shuttles Player One has in reserve is displayed in the upper left corner of your screen. In two-player competition, the number of ships Player Two has in reserve is displayed in the upper right corner of the screen. Each player starts with six Moon Shuttles.

PAUSE Press the SPACEBAR to pause a game. Press any key to resume play.

START OVER Press f1 to abort a game and return to the title page. Release joystick and fire button before using keyboard controls.

POINTS

Large asteroid 50, Medium asteroid 30, Small asteroid 20, Bomb launcher 30, Expando 30, Mystery ship, Man-o-war 30, Large blob man 10, Medium blob man 20, Small blob man 30, Comrade 50, one extra Moon Shuttle

For blasting through an asteroid belt you will receive the following points: First belt 500, Second belt 1000, Third belt 1500, Fourth belt 2000 and beyond.

BONUS When your score reaches 20,000 points you get a bonus Moon Shuttle.

STRATEGY

As the intrepid pilot of the Moon Shuttle you must safely navigate around increasingly hazardous asteroid belts and battle with mysteriously regenerating aliens. If you collide with an asteroid or a non-asteroid foe, you are doomed!

ASTEROIDS As you begin your Shuttle flight the first obstacle you encounter is an asteroid belt composed of multi-sized asteroids. You can destroy the asteroids by firing missiles. Fire your missiles at the asteroids to blast a pathway through which you may safely navigate your Shuttle to earn bonus points. Beware - you will encounter the asteroid belts again, and each set of asteroids will move faster than those previously encountered.

BOMB LAUNCHERS These creatures move wildly about the screen until they are about to fire at you. Watch them carefully! When their bomb turrets spin they release a deadly volley of shots! You will not be able to kill a Bomb launcher if you hit its white energy dome.

EXPANDOS You know when an Expando is about to fire because it will expand first. You must quickly move right or left to avoid its line of fire. Expandos (like all your non-asteroid foes) have the mysterious ability to summon reinforcements whenever you kill one of them.

MAN-O'-WARS Man-o-wars are most menacing because they give no warning when they are about to fire. They also home in on you as they sweep across the screen!

BLOB MEN These allies come in three sizes. The first to appear will be the largest. When you shoot one with your missile it will divide into two medium-sized blob men. And if you hit one of these, it in turn will split into two smaller blob men. The blob men's movements are hazardous; you must be constantly on guard!

COMRADE, THE PRINCE OF DARKNESS Look for the Comrade (friend of the blob men) to appear when you have the advantage in your battle against the blob men. Comrades are most dangerous because they will follow your movements on the screen and fire at you.

If you are able to complete one attack cycle and still remain alive, congratulations! Succeeding cycles repeat what you have just experienced at more difficult levels: Asteroids will move faster, a mystery ship lurks in an asteroid belt, and the aliens become more vicious!

Loading Instructions:

Connect cassette player as per user manual and rewind cassette on Master Program side. Turn on the computer and press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player and the program will load and run automatically.