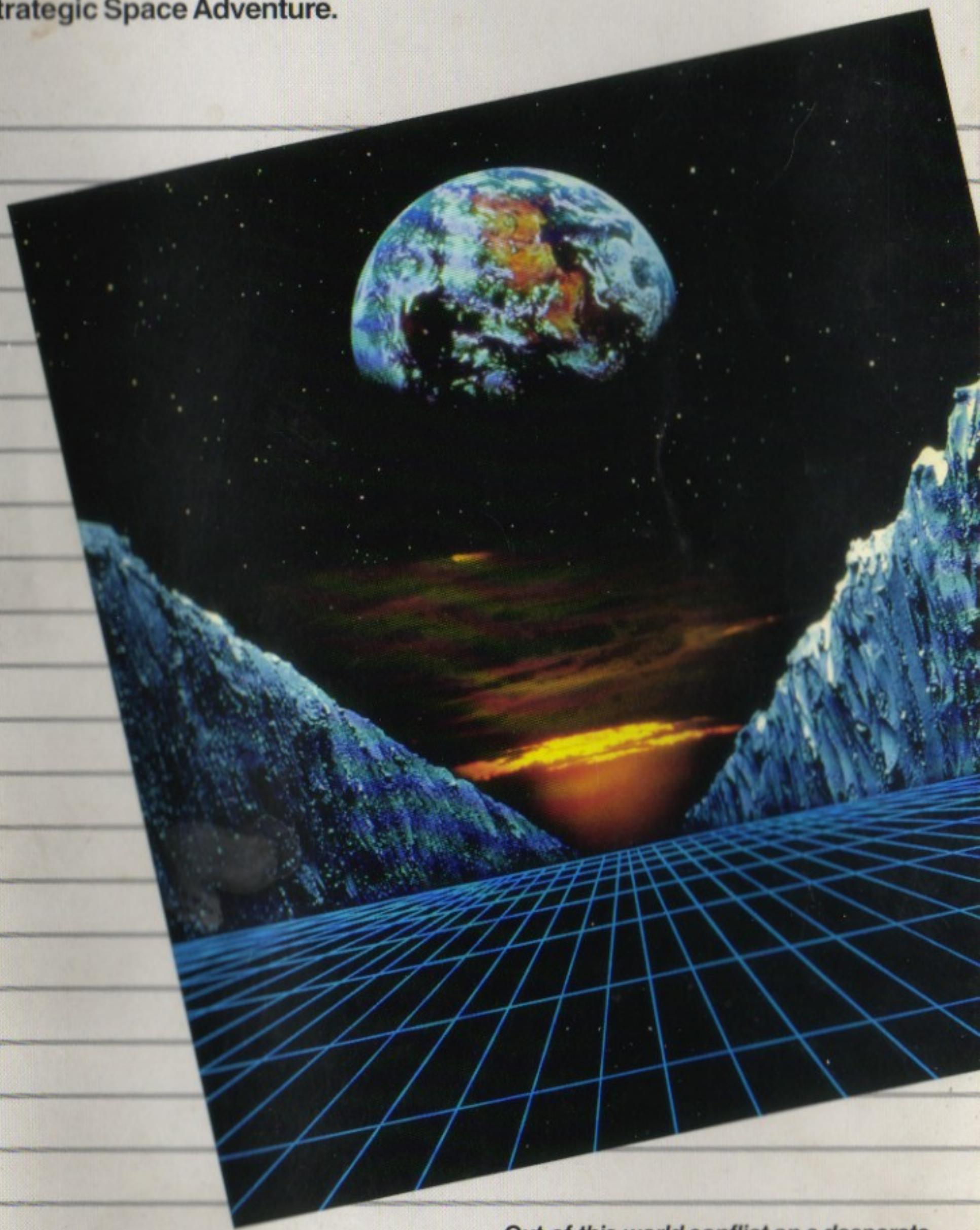


Lunar Rescue™

A Strategic Space Adventure.



For the Macintosh™ 512KE, Plus and SE.

Out-of-this-world conflict on a desperate mission to save the moon colonies.

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* **Note:** See "Backup Policy" on Page 4

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Hardware Requirements

Lunar Rescue comes on an 800K disk, and works on the Macintosh 512K Enhanced, Plus or SE. Lunar Rescue will not work on a Macintosh 128K, a standard 512K or a Macintosh II.

Software Registration/ Support

Please fill out your registration card and send it in. Your registration card will be used for warranty replacement and to inform you of future upgrades. We will not support customers whose registration cards have not been received. Upgrades to future versions will be available for the cost of shipping and handling only.

Backup Policy

Lunar Rescue is copy-protected, which prevents the ability to make backup copies which work without verification of the original disk. Should the original Lunar Rescue disk's media fail, we will replace the disk at no charge provided the original disk and label are unaltered. Send the original Lunar Rescue disk and your purchase receipt to the following address. A replacement program will be sent to you.

Practical Computer Applications, Inc.
Program Replacement Dept.
1305 Jefferson Hwy.
Champlin, MN 55316
(612) 427-4789

Installation On A Hard Disk

You may copy Lunar Rescue to a hard disk if you so desire. Copy all visible files from your original Lunar Rescue disk into an HFS folder on the hard disk. When running the program from your hard disk, each time you start the program the computer asks for the original disk once, then ejects it.

Note: To function properly on a hard disk, all Lunar Rescue files copied from the original disk must be contained in the same HFS folder.

Getting Started

You may boot your Macintosh from the Lunar Rescue disk. With your Macintosh turned off, insert the disk in your floppy disk drive and then turn your computer on.

Lunar Rescue will also work in conjunction with another startup disk or with a hard disk. To begin the program while running from another startup disk, insert Lunar Rescue in your disk drive, and open the application icon entitled "Lunar Rescue" (see Figure 1). If you have installed the program onto your hard disk as described above, you may open the copy of the Lunar Rescue application on your hard disk.



Lunar Rescue

Fig. 1

If You Have Startup Problems

After you start Lunar Rescue, several information screens will be displayed. If this does not occur properly, or if you get an error message:

If You Have Startup Problems (cont.)

- Eject the original disk. (If normal ejecting methods fail, turn off your Macintosh. Turn it back on, holding your mouse button down until the disk is ejected.)
- Check to see that your Macintosh meets the hardware requirements on page 4.
- Shut down or turn off your computer to clear all memory.
- Boot directly from your Lunar Rescue disk: Reinsert Lunar Rescue in your internal disk drive and turn your Macintosh back on.
- If the problem still persists, call PCAI.

Introduction

After progressing through 3 information screens which brief you on the game scenario, Lunar Rescue will display its title screen with several buttons at the bottom.

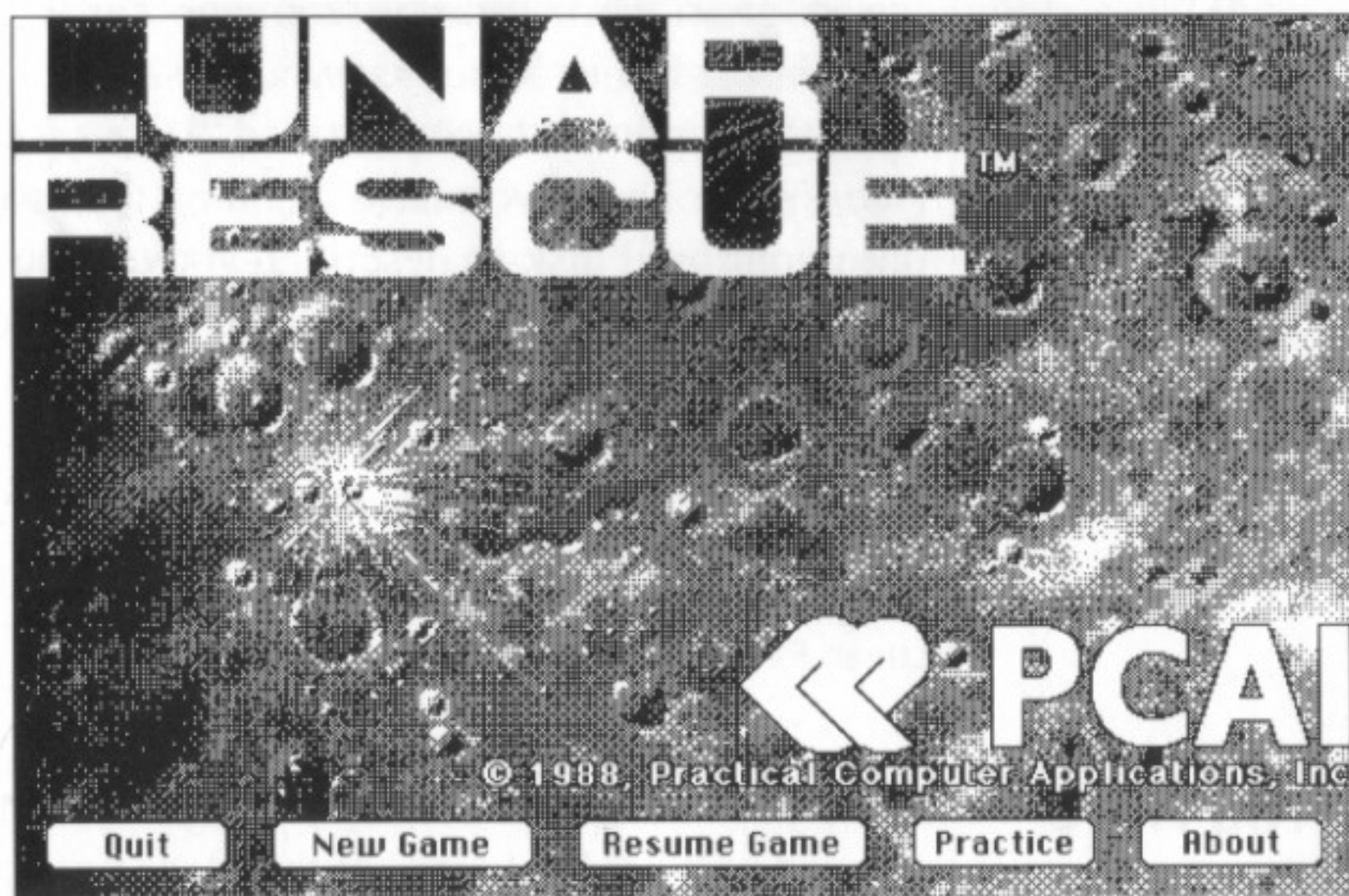


Fig. 2

Introduction (cont.)

In the future, you may wish to skip past the information screens quickly. To do this, click the mouse button once when the screens are displayed, and they all will then advance as quickly as possible while the game loads into your computer's memory.

Game Scenario

On the 3 information screens at the beginning of the game, the following communication from the lunar colonies is displayed:

Thank you for volunteering to save us in this crisis situation. It was lucky that you were in the vicinity. Other help is on the way, but we are certain it won't arrive until too late.

Since you are a free-trader from another system, I'd better brief you on the situation as you approach to land.

The moon's 26 domed cities, mining camps and frontier villages are connected by canyons. All needed commodities are transported through these supply routes.

The canyons are heavily guarded by automated weaponry, and higher altitudes are defended by a network of lasers.

The entire defense system is operated by our Independent Computerized Ecosystem (ICE), which also controls the living environment and the Trade Central supply station for each colony.

Several raiders managed to steal the 5 controlling crystals of ICE, and the entire defense system has gone haywire. In the confusion, the raiders were apparently able to hide the crystals throughout the canyons, before being destroyed themselves by the out-of-control automated weaponry.

Game Scenario (cont.)

Anything attempting to pass through the canyons is now being attacked by the defense system, and it is imperative that you find the crystals and reinstall them in the ICE network to restore order.

Not only is each lunar settlement now isolated from the supply network, but the ICE has also mistakenly sealed each colony's internal entrance to each Trade Central station. We can draw out supplies, but we can't get in to help you. At least, when you get to each colony you will have access to each Trade Central from outside using the code we were able to assign for your ship.

The mechanized trading system will still recognize you properly, and will buy and sell with you as a free-trader. If you can keep each colony supplied with necessary commodities until you find the missing ICE crystals, we will be able to survive.

Although the defense system is jamming communications in the canyons, at each settlement you will be able to use the inter-city communications monitor. We will relay information to you there about the status of each colony as needed.

We have provided your craft with evasive maneuvers to get in through the high-altitude lasers directly above the city of Clavius. You will then start your rescue efforts at Clavius.

*We only hope the 150,000 credits you have will be enough to buy everything needed to save us all.
Good Luck.*

Quick Tour Of The Action

If you want to get right into the action, you can get some target and flying practice by clicking the "Practice" button. Once you do, a dialog box will appear, asking you to save the "Practice Game".

Quick Tour Of The Action (cont.)

Click the "Create" button. You will then find yourself in the Data Central building of the hub city of Clavius.

The white dots on the Data Central map represent the moon's 26 cities, while the connecting lines represent the canyons which link them. Your current location can be distinguished on the map by the white circle around it. It is necessary to travel through the low-lying canyons because deadly high-altitude lasers fire upon anything which violates the atmosphere above the canyons.

Practice

While you are in Practice mode, you can travel to Reinhold Riles - the colony which is enclosed by a white box on the map. Also note that the "Trade" button is grayed out, as this aspect of the game does not come into play while in Practice mode.

To take a quick spin in the Lunar Rescue ship, click on the dot enclosed by the white box, and then click the "Canyon" button. This will place you in your ship just outside the city limits of Clavius, at the edge of the canyon which connects Clavius and Reinhold Riles.

In practice mode, if you are shot down, crash or run out of fuel, you will automatically be provided with a new, fully-stocked ship (this does not happen in a normal game). When you are through practicing, you can either fly back to Clavius or ahead to Reinhold Riles. You can also leave the canyon by simply pressing the "A" key to abort the flight. When you get back to one of the cities, you can then click the "Exit" button to get back to the title screen to play a regular game.

The Basics

- Pressing the mouse button will fire your engines and lift your ship off the ground. Moving the mouse horizontally controls the ship's angle and direction. Take some time to experiment with flying and controlling the ship. Be careful though - once you enter the canyon you will be drawing fire from the lunar defense system. Don't fret, just fight back - your ship comes equipped with space cannons, bombs, lasers, and other defenses.
- Using the spacebar fires space cannons (bullets)
- "Enter" and "⌘" keys - fire lasers
- "Option" key - releases bombs
- "X" key - flips angle of gunsight 180 degrees from current position (used in-flight). While landed, the gunsight is completely controlled through use of the mouse, and may be rotated 360 degrees into any new aiming position. The gunsight is represented by 2 small white dots which extend from the ship (this isn't as complicated as it sounds).
- "Caps Lock" key - pauses the game.

Object Of The Game

The object of the game is to collect the ICE crystal components, and thereby restore the automated ICE system to its normal state. There are 7 ICE components hidden by the raiders throughout the moon, 5 stolen from the ICE network, and 2 spares. You need to find 5 of them in order to save the colonies and win the game.

Playing The Game

The “New Game” button on the title screen is used to start and save a new game.

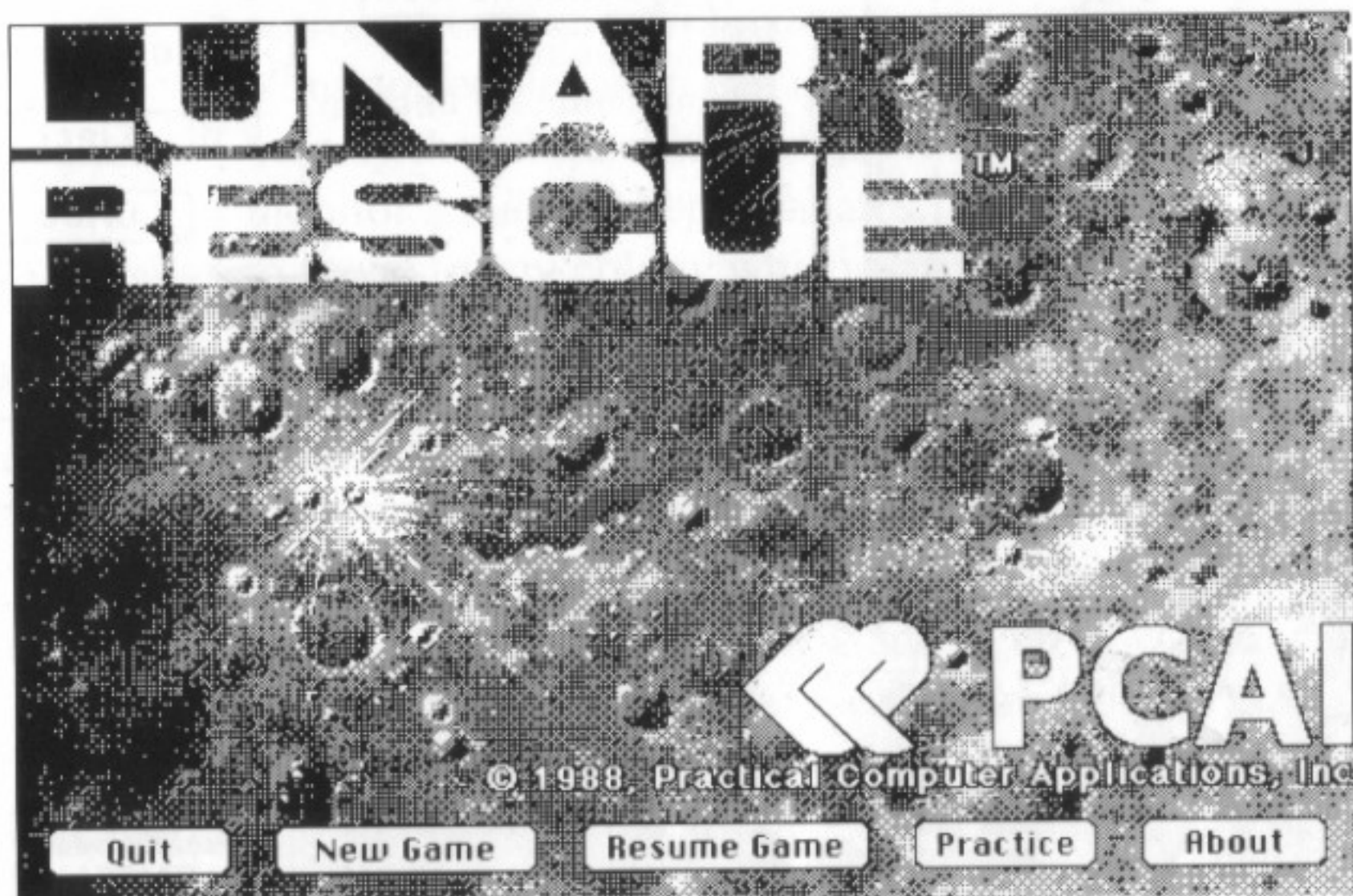


Fig. 3

Once games have been saved, you can resume where you left off by clicking the “Resume Game” button. For now, though, just click the “New Game” button and a dialog box will appear, asking you to save the game as “Lunar Game 1” (see Figure 4). If you wish to save the game under a different name, type in the name you wish. Make sure all games are saved in the same location as the “Lunar World” file on your disk (for example, avoid saving games in a separate folder). After selecting a name, click the “Create” button. You will then be transported to the Data Central building in Clavius.

Playing The
Game (cont.)



Fig. 4

Data Central

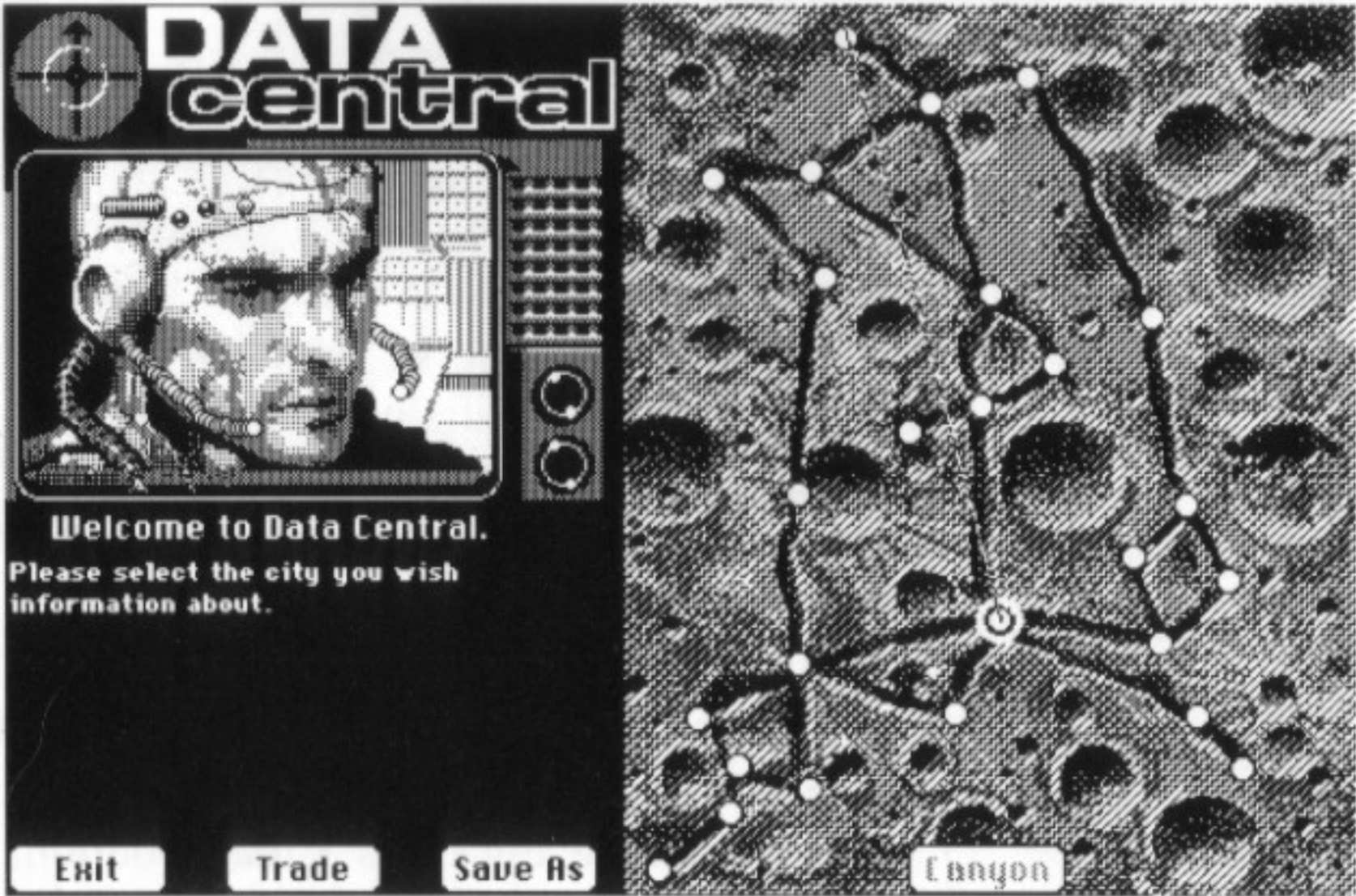


Fig. 5

Data Central (cont.)

The white dots on the Data Central communications monitor (the map) represent the moon's 26 cities, or colonies, while the connecting lines represent the canyons linking them (see Figure 5). Your current location can be distinguished on the map by the white circle around it, from which the monitor's radar sweep emanates. You will be able to travel to any colony which is directly connected to the colony you are in (you start in Clavius). You can obtain information about any city and its status by clicking once on the dot which represents it.

Trade Central

Click the "Trade" button and you will be transported to the colony's Trade Central, where goods are bought and sold (see Figure 6 below).

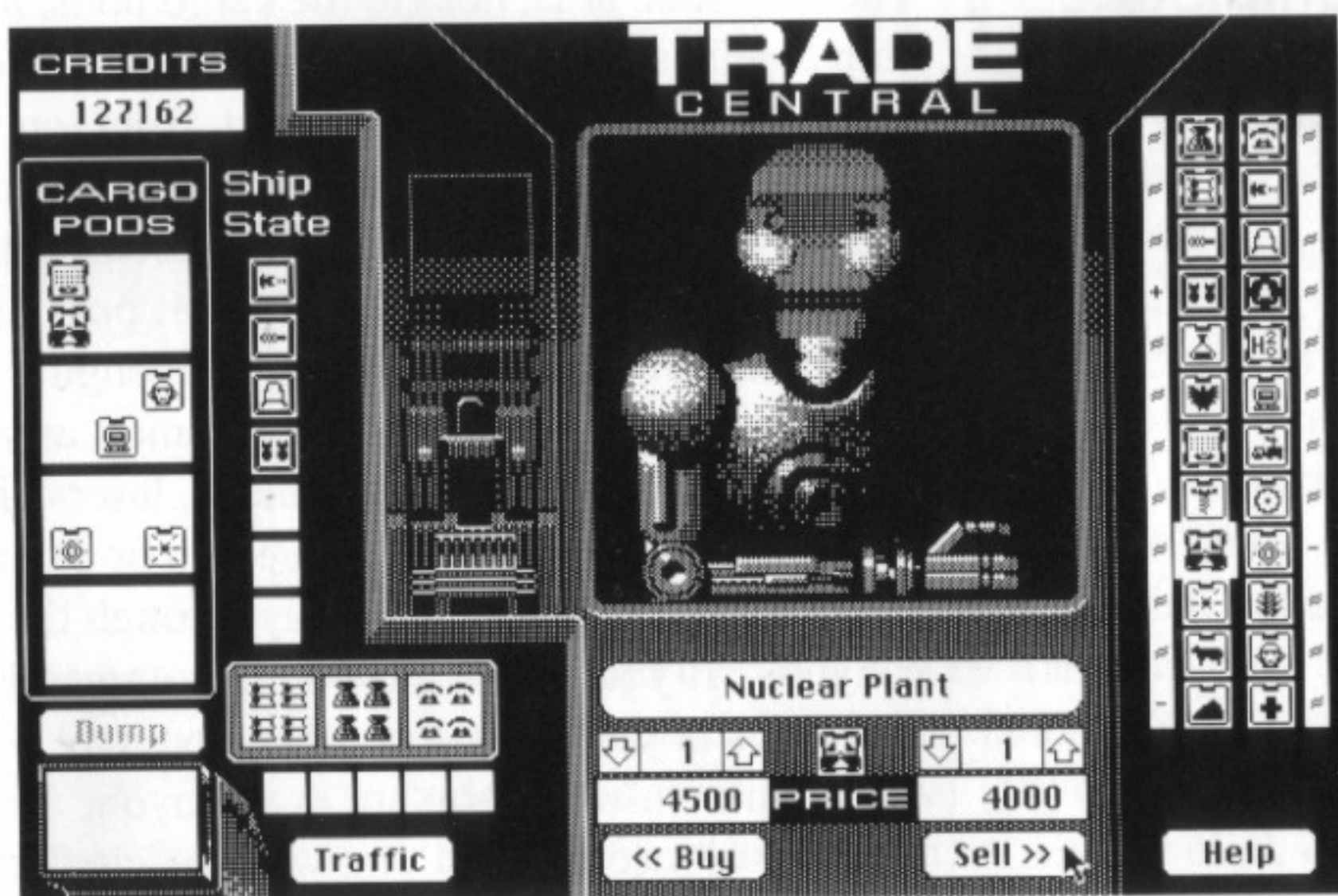


Fig. 6

The credits indicator in the upper left corner displays your present currency total.

Trade Central

Credits are the lunar currency used in the buying and selling of goods. You start the game with 150,000 credits and can acquire more by selling goods. Buying goods costs you credits and, if your ship is destroyed in a canyon, it will cost 50,000 credits to replace.

Cargo Pods

The cargo pods directly below the credits indicator (Figure 6) are your ship's four storage bays, each of which can hold six items. You can buy commodities at one colony, store them in your cargo pods and then sell the goods at a profit in the next colony you visit. You can also carry goods you pick up in the canyons (more on this later).

Ship State Area

The ship state area, next to the cargo pods, holds ship supplies which are currently in use. The four icons you see there now represent, from top to bottom, space cannons, lasers, decoys and bombs. The icons directly below these represent, from left to right, fuel, engines, and shields. If possible, there should be four each of the fuel, engine and shield icons in the ship state at all times, as well as at least 1 each of the space cannons, lasers, decoys, and bombs. These items are used up or damaged as you travel and fight your way through the canyons. If you do not have the recommended quantities in your ship state area, you may well run out of an item while you are in a canyon. The 7 aforementioned items, along with the cloaking device (Figure 7), must be located in the ship state area in order for you to use them.



Fig. 7

Ship State Area (cont.)

They cannot be utilized if they are in the cargo pods. (However, extra ship parts can be stored in the cargo pods and then moved in the ship state area later as needed.) To transfer an item from the cargo pods into the ship state area, click and drag the desired commodity between locations.

Trading Commodities

On the right side of Trade Central are the various commodities. There are 24 different items, the top 8 of which pertain to the needs of your ship. The lower 16 are goods needed and used by the colonies. The small symbols next to the icons roughly indicate the amount of the item which the city has in stock. Plus signs indicate a surplus and minus signs mean the commodity is in short supply.

In order to buy something, you must first click on the commodity you wish to buy. The name of the item will then appear in the trading area in the center of the screen, with the buying price for a quantity of one on the left, and the selling price for one on the right (see Figure 6). The arrow buttons can be used to raise or lower the quantity, with the total price changing accordingly. If you wish to buy the currently selected item, simply click in the "Buy" button and the item will be transferred to your cargo pods, and the appropriate amount of credits deducted from your total. If you wish to check the price on a different item, simply click on the proper icon.

The same sequence of events is used to sell a commodity. However, in order to sell an item, it must be located in your cargo pods.

Trading Commodities (cont.)

Dumping Cargo

ICE Network Access Pods

You cannot sell something while it is located in the ship state area, but the item can be sold once it is dragged into a cargo pod.

The Dump area below the cargo pods can be used to jettison any unwanted goods which you can not sell. Place the unwanted item(s) in the Dump area and then click once on the "Dump" button.

The 5 chambers next to the Dump area and directly above the "Traffic" button are the ICE network access pods, where you store any ICE components which you recover (see Figure 8).



Fig. 8

ICE components you have acquired will be secure there even if your ship is destroyed, so transfer any ICE crystals you acquire into the ICE network via these pods as soon as you obtain them.

Help

Clicking the "Help" button will bring up a quick reference information screen. Clicking your mouse button once will remove this screen.

Selecting Your Destination

Now that you have completed your tour of the Trade Center, click in the "Traffic" button to return to Data Central. You can travel to any colony which is directly connected to the city you are in (you begin at Clavius). Simply double-click on the dot representing the destination colony (or click once on the city to select it and then click the "Canyon" button at the bottom of the map).

Selecting Your Destination (cont.)

This action will place you just outside the city limits of your current colony, at the edge of the canyon which connects Clavius and the city you selected. Each city you travel to will have its own Data Central, and your current position on the map will always be highlighted by a white circle. In the example in Figure 9, the agricultural colony of Green Acres has been selected.

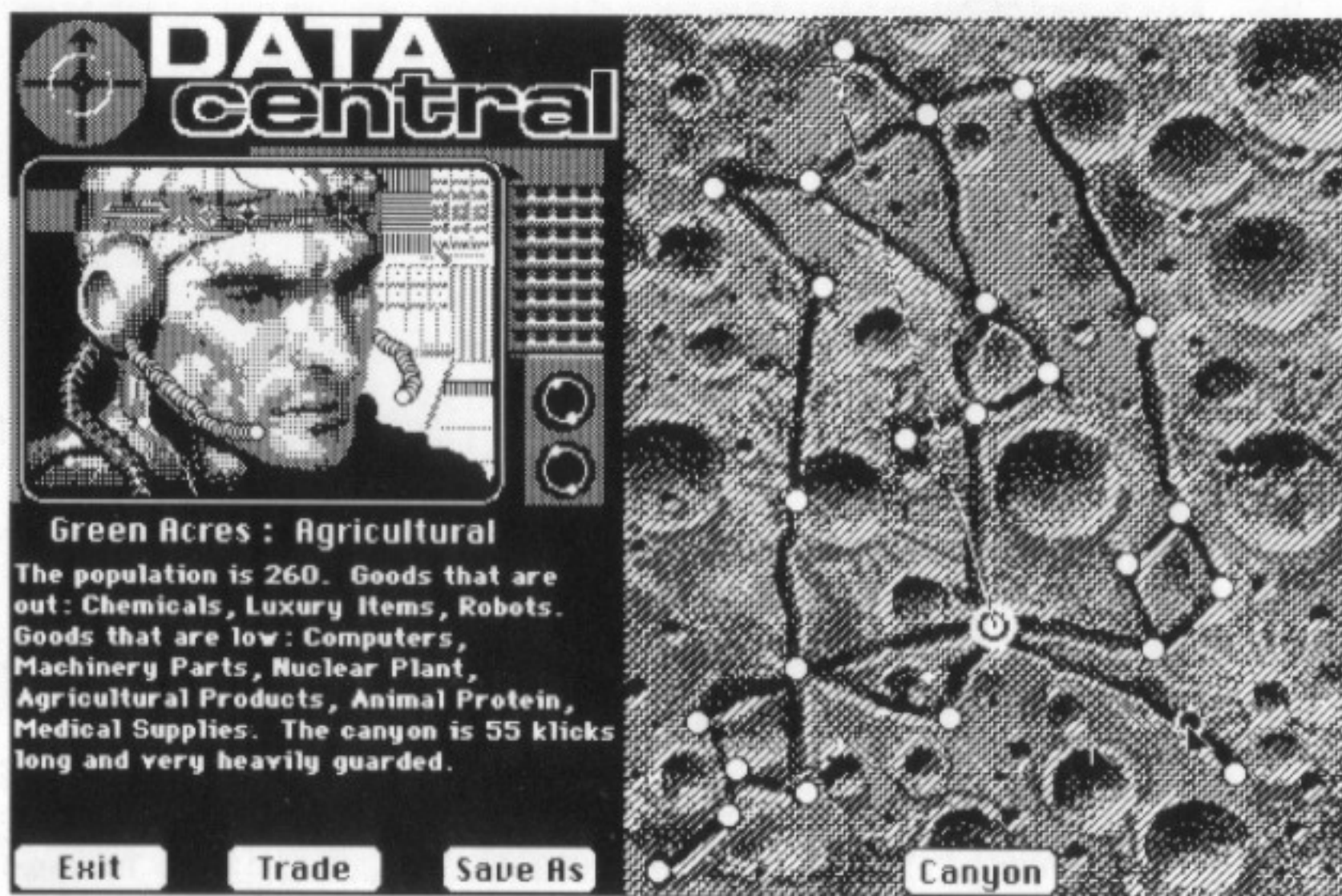


Fig. 9

Ship Controls

Once you are in the canyon, the following ship controls are at your disposal:

Thrusters

The mouse button controls the thrusters on the bottom of your ship. These are needed to lift your ship off the ground, to direct your craft, and to both accelerate it and slow it down.

Ship Controls (cont.)

Moving your mouse horizontally (left or right) changes your ship's orientation and redirects your thrusters for firing at different angles.



Fig. 10



Fig. 11

Space Cannons

The spacebar fires your ship's space cannons (bullets)

Lasers

Using either the "Enter" or "⌘" key fires your lasers. Lasers are your most potent weapon, but firing them uses up your fuel as well.

Bombs

Pressing the "Option" key releases bombs

Decoys

The "Z" key launches decoys. Decoys attract bullets, lasers and mines, but not missiles.

Cloaking Device

The "C" key toggles the cloaking device, if available. The cloaking device can be used to hide your presence from turrets firing bullets and lasers. However, space mines and heat-seeking missiles are not fooled by the cloaking device. Laser turrets normally home in on your position, but with the cloaking device on they just fire randomly. While the cloaking device is deployed, you will be particularly susceptible to damage as the cloaking device draws its power from the shields and de-activates them. Cloaking can be implemented at any time, provided you have it located in the ship state area. The cloaking device can be particularly useful if you have to land and open cargo pods while in a hostile area.

Cargo Pod Doors

The "`" key toggles cargo pod doors open and shut. Your ship must be landed to use this control. This is used primarily when salvaging commodities from wreckage and from bases, but is sometimes used to remove items from your cargo pods (through the dump or by placing in wreckage or bases for later recovery) in order to make your ship lighter and give it more speed and maneuverability. (See Figure 15 on page 23.)

Gunsight Control

The "T" key toggles between two optional settings for gunsight tracking (for laser and space cannon aiming). When you change the setting by using the "T" key, it changes the way your mouse controls the gunsight.

Gunsight Control (cont.)

One setting keeps the gunsight tracking movement the same as your ship's orientation; that is, when you move your mouse left and right, both your ship's thrusters and gunsight aiming change simultaneously.



Fig. 12

On the other "T" setting, the gunsight direction is controlled independently of your ship's orientation. In this setting, left and right movement still control ship orientation and thruster direction, while vertical movements change the direction of your gunsight.

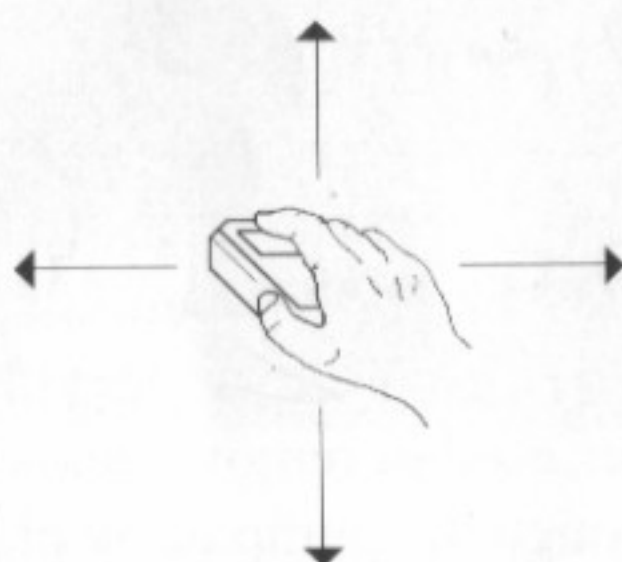


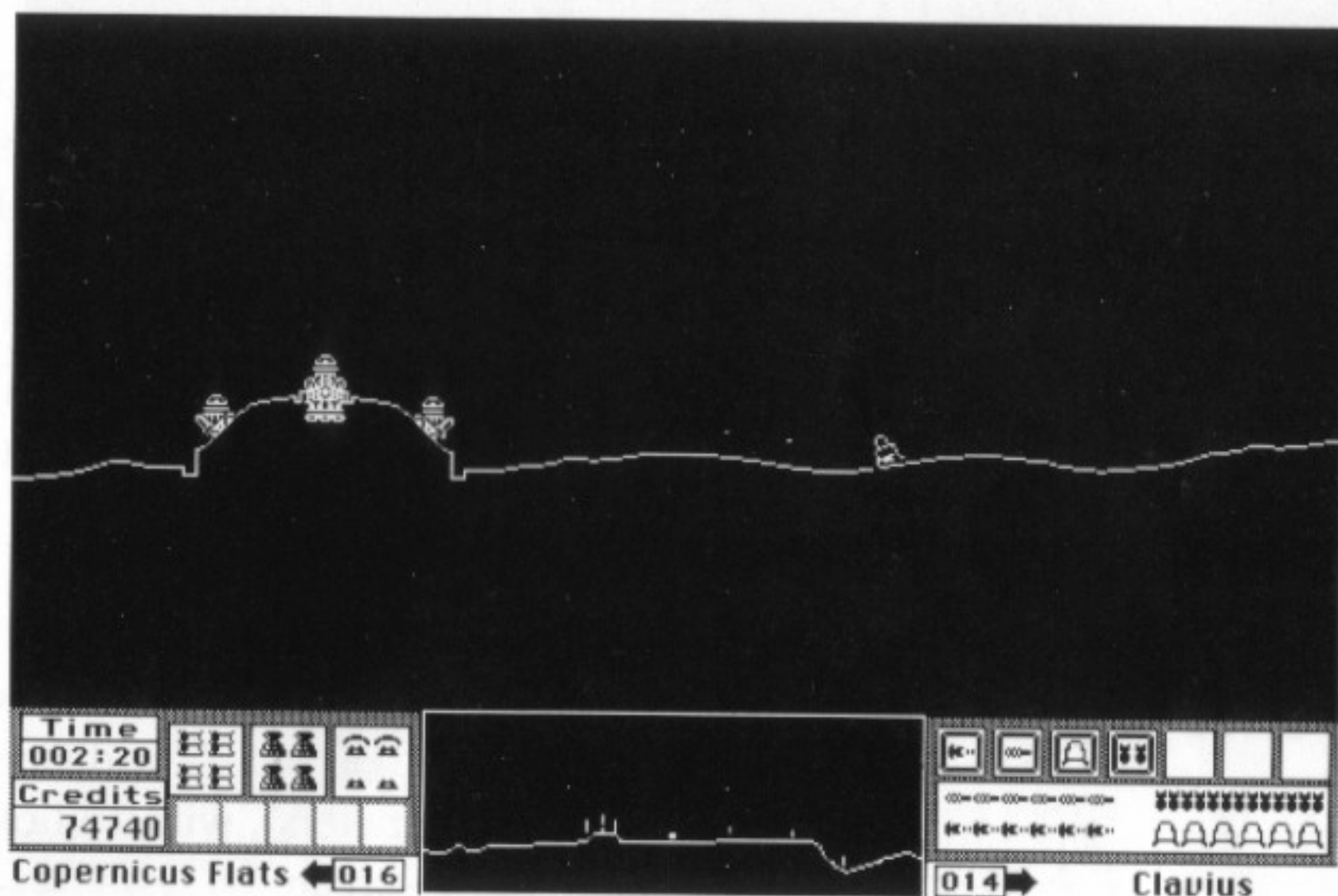
Fig. 13

You will have to try the "T" key toggle each way to see which you prefer.

Using the "X" key flips the angle of your gunsight 180 degrees from the current position (used in-flight).

Gunsight Control (cont.)

While your craft is landed, the gunsight can be rotated 360 degrees by the horizontal movement of your mouse, and may be changed to a new tracking position at any time. The gunsight is shown on the screen as 2 small white dots which extend from the ship in the direction of the tracking (see Figure 14).



In this illustration, the gunsight is aimed at 3 turrets and a base directly to the left of the ship.

Fig. 14

The gunsight on your landed ship will initially be aimed in the same direction (upward or downward) as you set it in flight using the "X" key. As long as you are on the ground, moving your mouse horizontally (left or right) will change the direction of your gunsight.

Aborting The Journey

Pressing the "A" key will abort your flight and return you to the last city you visited. This maneuver will cost you 1 fuel unit. If you do not have at least 2 fuel units remaining on your ship, the abort command will be ignored.

Note: Your use of the abort command is limited to only 3 times during a single game.

Volume Control

By pressing the number keys from 1 to 9, you control the volume of the game's sounds from quiet to loudest, respectively. Typing the "0" key turns the sound off.

Pause Game

The "Caps Lock" key pauses the game at any point without leaving the program. Press it again to reactivate the game in progress.

Control Panel

While in the canyons, your control panel reflects the distance from the city behind you and the distance to the city ahead of you. The distance is measured in clicks (kilometers), with 1 click roughly translating to 1 screen.

The time elapsed since the beginning of the game is displayed in days and hours. For instance, the figure 064:27 would indicate that 64 days and 27 hours had passed on the moon since you began playing. For time-keeping purposes, the lunar colonies have designated a time increment of 30 hours per "day". This is because an actual lunar day is almost a month long in earth-time!

The display just below the time clock indicates your current credits total.

Control Panel (cont.)

Control panel display with cargo pods open.

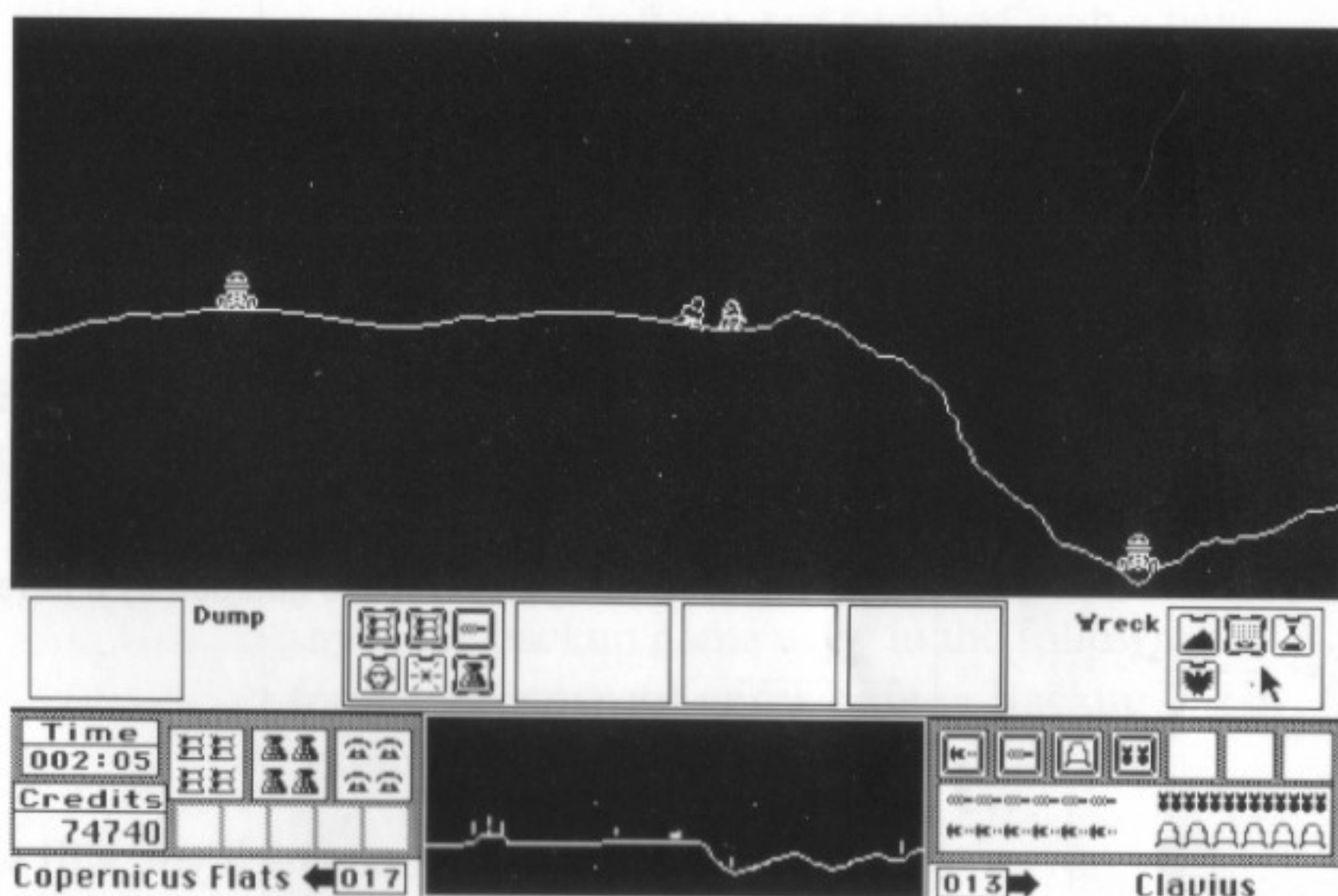


Fig. 15

Radar Screen

The radar screen in the center of the control panel gives you an extended view of the landscape in both directions. All non-natural objects found in the canyons are represented on the radar screen by straight vertical lines. These include the turrets and bases in the automated defense network as well as wreckage from crashed ships. The relative shield strength of each defense turret can be determined by the height of its radar image.

The icons on both sides of the radar screen indicate the ship's state, reflecting the purchasing choices you made back in the Trade Center.

Landing In The Canyons

Care must be taken to land directly on the lower landing gear of your craft. Landing should not be attempted on a surface that is too rough or steeply inclined, or your ship will fall and be damaged beyond repair.

As you travel through the canyons, you will come across many wrecks and underground bases.



Examples of wreckage and a base guarded by a turret.

Fig. 16

Since the ICE components which you will seek are all hidden in bases and wrecks, it is important to check the contents of each and every one. By opening your cargo pod doors next to a wreck or base, you can see the contents of both your cargo pods and the wreck or base. To open the cargo pods, you must first land the ship, and then press the “`” key. You can then drag items back and forth into or out of your cargo pods. To deposit an item from a canyon wreck or base into your ship state area, you must drag its icon through your cargo pod area into the desired ship location.

Destroyed Ship

If you are shot down, crash or run out of fuel in the middle of a canyon, you are automatically returned by escape pod to the last colony you visited. You lose everything on board your downed ship except currency.

Destroyed Ship (cont.)

As long as you have plugged them into the ICE network, any ICE components you have acquired will be saved as well (see note on page 26).

50,000 credits are then subtracted from your currency total and you are supplied with a new ship and a standard complement of ship parts and weaponry. If you do not have 50,000 credits to pay for the new ship, you will lose and all of the lunar colonies will die out!

"Save As" Button

The "Save As" command, located in Data Central, can be used to save a game in its present state.

The "Save As" command literally can be a lifesaver if you lose your ship(s). Lunar Rescue saves the backup game copy in the following format: "<current game name> Backup". To resume a saved game, simply click the "Exit" button in Data Central, click the "Resume Game" on the Lunar Rescue title screen, and then select the backed-up game in the dialog box which appears.

Resuming A Saved Game

If you have left the program, you can resume a game that you have saved in progress.



Fig. 17

You can either directly open the saved game icon titled with the name of your game (see Figure 17), or while in the Lunar Rescue main program, you can click on the "Resume Game" button on the game's title screen.

Resuming A Saved Game (cont.)

Clicking “Resume Game” will bring up a dialog box in which you select the name of your saved game, and then click the “Open” button.

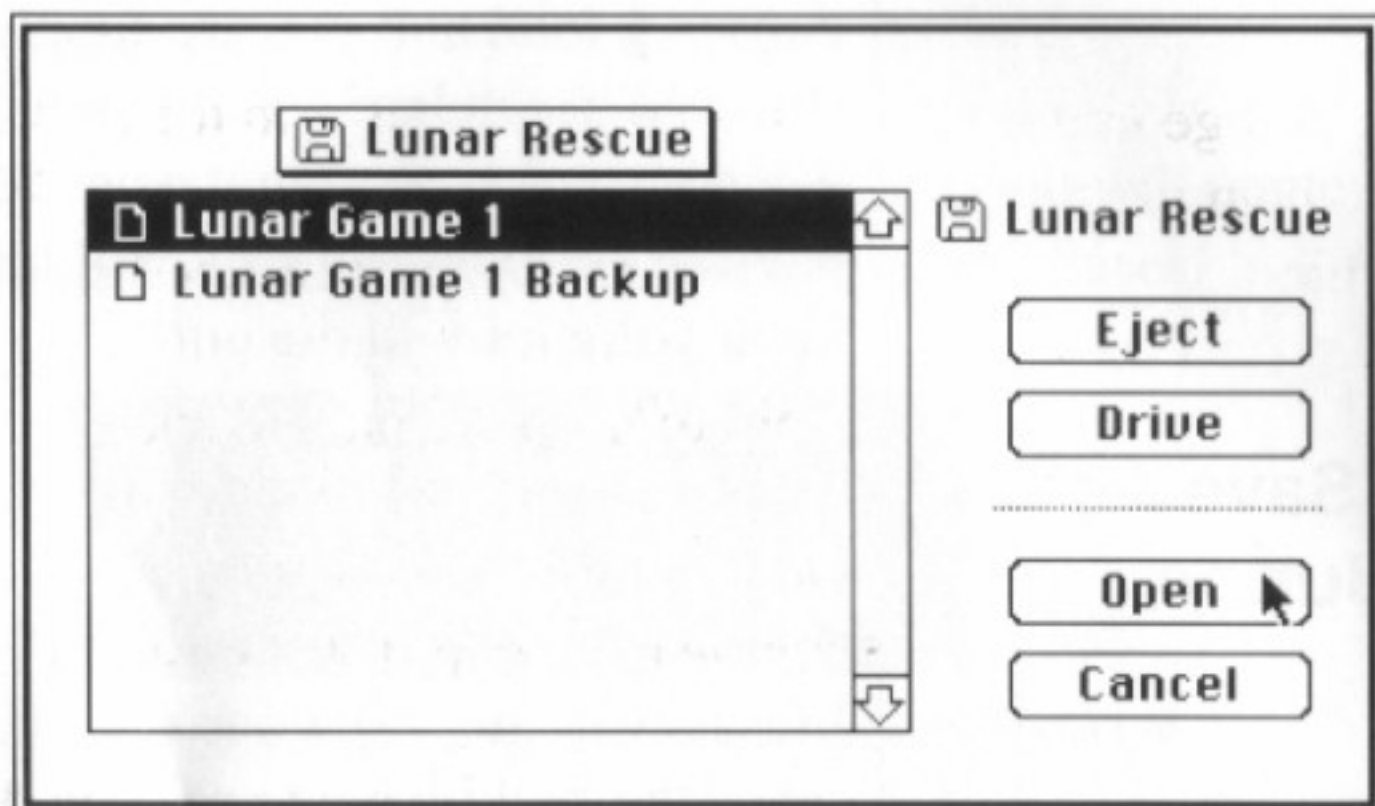


Fig. 18

Background Information

The following sections are intended to present you with a few more helpful facts about the moon, its colonies and playing the game.

Locating The ICE Crystals

The ICE components you are searching for are hidden in the numerous bases and wrecks which litter the canyons. If you accidentally destroy a wreck containing an ICE crystal, a message flashes on the screen informing you of the loss.

Note: Be sure to install any ICE crystals you acquire into the ICE network as soon as you obtain them. Transfer them out of your cargo pods and into the network. This can be done via the ICE network access pods on your ship or in any Trade Central. Once there, they will not be destroyed if you lose your ship in the canyons.

Canyon Layout

The layout of the canyons remains constant from game to game, but the location of the ICE components and the contents of wrecks and bases change with each new game.

Importance Of Earning A Profit

Bases and wreckage in the canyons will also sometimes contain various commodities you can use in your ship or sell in the Trade Centers. By selling commodities in the Trade Centers, you both help to keep the cities alive and provide yourself with extra currency. You will need currency to buy additional ship parts as needed or to buy a whole new ship if it is destroyed (a new ship costs 50,000 credits).

Automated Lunar Defenses

The canyons you will be searching are filled with attack turrets, floating space mines, bases, and wrecks. There are three kinds of turrets - cannon, laser, and missile - and they will all fire upon your ship. You receive credits for destroying the turrets - 10 credits for destroying a cannon turret, 15 for destroying a laser turret, and 20 for destroying a missile turret. These credits can then be used to purchase goods in the Trade Centers.

Some of the cannon and laser turrets fire randomly, but some will detect your ship and fire directly upon it. The missile turrets fire heat-seeking missiles that are attracted by the heat emitted when you are firing your engines and weapons. If you are carrying any ICE crystals, the turrets will detect this, and fire at a much faster rate.

Automated Lunar Defenses (cont.)

You will also find that turrets have varying shield strengths. In some cases, it will only take a brief hit to destroy a turret, while in other instances it may require considerably longer. As you view the small radar screen at the bottom of your ship's control panel, you can determine the relative shield strength of each target by the height of its radar image.

If you don't destroy every turret in a canyon, they will regenerate themselves so that if you return to a canyon, you will have to fight your way through it again. The rate at which they regenerate will depend on how many turrets are left standing - the more left, the faster they regenerate. However, if you destroy every turret, they will not regenerate and the canyon will remain clear.

Space mines lie in wait for intruders and appear sporadically throughout the canyons. They gradually float toward your ship and will automatically detonate a few seconds after coming within your immediate vicinity. They are attracted to your ship regardless of whether or not you are in motion or firing your weapons. If a space mine detonates close enough to you, it can severely damage or completely destroy your ship.

The closer you are to a target you are shooting with lasers or space cannons, the greater the effect the weapon will have.

If you fly too high, you will encounter high altitude orbital lasers which can destroy your ship.

Intensity Of The Action

The central city of Clavius and its surrounding areas have remained fairly civilized. But as you venture out further from the central region, the more unstable the environment has become and the more dangerous the lunar defense network is.

Time

Keeping track of time in Lunar Rescue can be important. The time elapsed since the beginning of the game is displayed on your control panel in days and hours. As mentioned previously, on the moon, "day" increments have been set at 30 hours long. Also, whenever you enter a city, six hours are automatically added to your total. After 30 days have passed, some cities will begin decaying. Twenty minutes of playing time in the canyons is equal to 10 days on the moon.

Decaying Cities

Decaying cities will be enclosed by a white rectangle on the Data Central map. If a city dies, it will be covered by a white X.

Vital Commodities

A city begins to decay when it runs low on 1 of the 5 primary goods - agricultural products, air recyclers, animal protein, nuclear plants or water recyclers. Once any 1 of these goods is completely exhausted, the dying process is greatly accelerated. Once a city dies, you can take whatever is left from that city's Trade Center free-of-charge.

Commodity Pricing

All Trade Centers have the same types of goods, but some will be overstocked on certain items and understocked or even out of other items.

**Commodity
Pricing
(cont.)**

Overstocked items can naturally be bought for less than normal price, and scarce items will cost you more than the average price. The same principle applies when you are selling goods. To help give you a concept of the relative value of each type of commodity, all things being equal (in a situation without shortages or excessive quantities), here are average prices for each:

Engines -	1000	Shields -	800
Fuel -	750	Space Cannons -	1300
Lasers -	2300	Decoys -	1100
Bombs -	1700	Cloaking device -	3300
Chemicals -	650	Water Recyclers -	3000
Military Goods -	1800	Computers -	2100
Air Recyclers -	3600	Agricultural Machinery -	1700
Mining Machinery -	1950	Machinery Parts -	1600
Nuclear Plant -	4000	Precious Metals -	2600
Luxury Items -	1900	Agricultural Products -	1500
Animal Protein -	2300	Robots -	3700
Unprocessed Ore -	440	Medical Supplies -	2500

**Playing
Strategy**

The information on which colonies are dying is displayed on the Data Central map only so that you may know how widespread the condition is. You should not try to make specific trips to supply each individual dying city with the goods needed. Rather, you should seek out the ICE components as your primary goal and just provide cities with needed commodities along the way.

When stocking your ship in the Trade Centers, it is important to consider what ship parts you are low on. It is important to sufficiently load up on weapons and ship parts to make it through the canyons.

Playing Strategy (cont.)

Space cannons, lasers, bombs, decoys, fuel and cloaking devices are consumed through usage, while engines and shields can be damaged by turret fire. In addition, the fuel tank can be punctured during attacks and fuel will continue to leak until you enter a city, where the tank will automatically be repaired.

It is also important to determine what goods are most needed in the city you will be traveling to next. Not only will this help to keep the city alive, but it will also earn you valuable credits when you sell them, to keep your own ship fully operational. However, the more cargo you are carrying, the more sluggish and less responsive your ship will be. Carrying large amounts of cargo can thus be harmful to you in canyon battles.

While in the canyons you can temporarily store goods within a wreck or base, and then go back and reclaim them later. This will make your ship lighter and more responsive for battle. You should always keep track of which canyons you have traveled through, and of anything that has been left behind in wrecks and bases.

