MOON LANDER

Story

You have applied to the largest mining operation in the solar system for coveted position of Pilot.
Your interview consists of a series of flight tests.
During the simulation, you will supply the mining stations with tools and transport workers.
The company's standards are the very highest, though -- one mistake and you're gone!

Installation

Please choose the resolution first after starting the game.

Please note that a CPU with 8MB Video RAM, 640X480 pixels and 16bit color-resolution, is the most appropriate. Most iMac are set up for this.New iMac, G3 B/W and G4, are already equipped with a 16MB Video Ram card. Those CPUs can be set for 800X600 pixels or 1024X768 pixels with a 32bit color-resolution.

Note: Do not use a resolution your monitor does not support.

1280X1024 pixels can only be used with a 19" monitor and 1600X1200 pixels can only be used with a 22" monitor.

After the setup you are at the main menu of the game.

From the main menu you can adjust the graphic setting individually.

A mission description is given before each level. The time limit for each level can be seen on top of the monitor.

The rest of the game is self explanitory.

Product Requirements

- PowerMacintosh G3 with 233MHz

- 8MB Video RAM or more

- 64MB free memory

- Mac OS 9 or higher and OS X 10.1 or higher

If you have problems with the game, write an email to: info@onlymac.de

They are a lot of parachutes in the game, try to catch them...

Red-   1000 Fuel
Green -   25% damage repaire
Blue-   20 sec. more time
White-   1000 Points

There is a dock in each level. The dock is four times greater than a pad.
Try to land on each dock because you can start from the last dock after a crash!

Keys

←	Left thruster	A	Reduce view
→	Right thruster	S	Increase view
↑	Rear thruster	Z	Turn view to the left
↓	Front thruster	X	Turn view to the right
SPACE	Main-Engine	P	Pause
'	HUD On/Off	-Q	Quit game
ESC	Stop game		