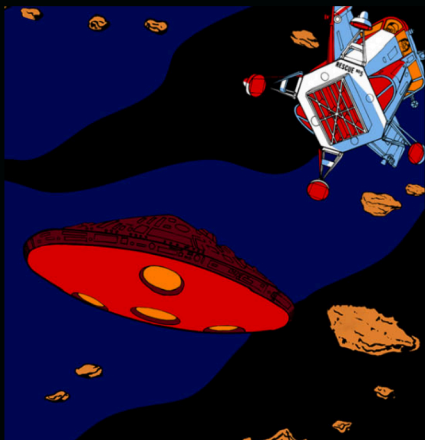




TEXAS INSTRUMENTS HOME COMPUTER

LUNAR RESCUE

Game requires 32K Ram Expansion and Joystick
Speech Synthesizer optional



RETROSPECT
GAMES

LUNAR RESCUE

LOADING INSTRUCTIONS

EDITOR/ASSEMBLER OPT.5

Type DSK1.RESCUE-E and press ENTER.

EXTENDED BASIC

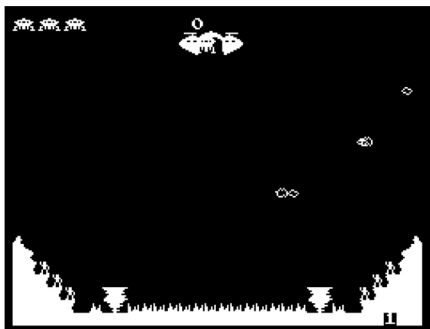
Type RUN "DSK1.RESCUE-X" and press ENTER

COMMAND MODULE

**Carefully slide Command Module into slot.
Ensure no dust or static gets near the
Module. Select option 2 on the Master
Title screen.**

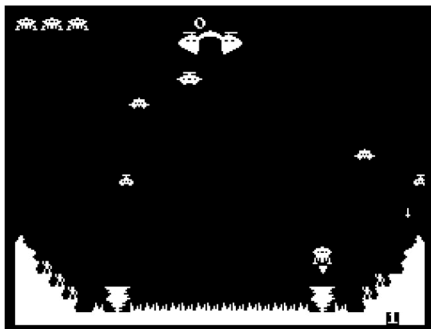


When you start the game you'll see this title screen. It has an "attract mode" that switches to the game screen then back to the first screen. Both screens show you the scores for killing each alien. The bonus ship that appears randomly on the second level is a mystery score.



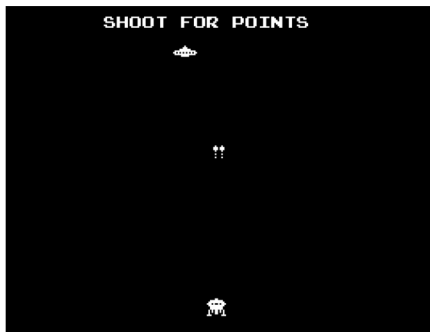
Press FIRE to begin the game. Some things to note about the game screen; Atop the screen is your lives, indicated by the three shuttles. Next to that is your score. At the bottom right hand corner is the level number you are currently playing. A mothership is moving left to right , right to left ... with your shuttle inside it. Pressing fire will release the shuttle.

You will now be on your way down the screen towards the landing pads ... you must land on these as centrally as you can. Avoid the meteors on your way down. When you land on a pad, an astronaut will board your shuttle.



After the astronaut has boarded your shuttle, you'll notice the meteors have revealed their true identity, they have turned into UFO's ! Most of the UFO's will shoot at your ship. There's a safe-area at the bottom of the screen near the planet's surface. Their shots cannot penetrate this area. Be careful not to touch any UFO as you will be destroyed.

Head toward the Mothership. At one point it will stop moving. Pressing fire on your way up the screen enables your laser to kill the UFO's, also holding fire down makes your ascent faster. Ensure to dock centrally with the mothership to rescue the astronaut. Bonus points are awarded for successful docking.



After you have rescued all six astronauts, you will be presented with this Bonus Screen. Shoot the UFO. It will get smaller and bounce the opposite direction. You'll earn 50 points each time you hit the UFO.

You'll also notice at this point you now have a weapon "power-up", your lasers have increased in size. This will only happen twice in the game. The larger lasers mean it's easier to kill the UFO's. If you lose all your lives and restart the game, you'll have your normal laser. Extra lives are awarded for level progression.

The game will start at a new level with faster meteors/UFO's.

The game is over when you have exhausted all your shuttles. A high-score is kept. If you have the Speech Synthesizer plugged in you will hear the voice congratulating you should you get a high score.

Notes about the game;

This is not a direct port of the classic "Lunar Rescue" from 1979, but it does have some of the elements of that game. The original game differs in several ways to this version.

Lunar Rescue for the Texas Home Computer was created using the code from "Lunar Mission II".



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Robots of Death 1 & 2

Agenda-99

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Red Planet Mars

Eric In Monsterland



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