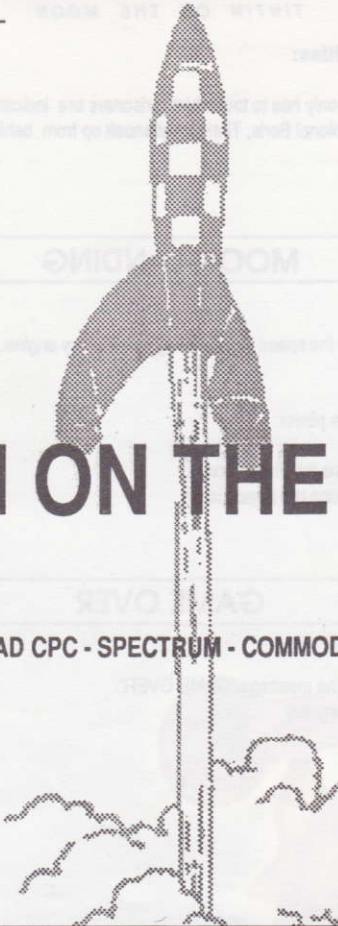




TINTIN ON THE MOON

AMSTRAD CPC - SPECTRUM - COMMODORE C64

The first rocket to the Moon is about to be launched from the Atomic Research Centre at Sprodj in Syldavia. On board are Tintin, Captain Haddock and Professor Calculus...

The army of technicians make their final checks. The rocket is all set for take-off. Sirens and loudspeakers blare out the signal to evacuate the launch area. The gantry ramps fall slowly aside. Time: 1:29 a.m. The countdown is under way. 5-4-3-2-1. Ignition! In an explosion of flame and smoke, the mighty space ship lifts off the pad, heading for Earth orbit.



LOADING INSTRUCTIONS

Make sure that the computer is properly connected.

SPECTRUM + 3 - disk version

Insert the disk into the disk drive and press ENTER at the LOADER prompt on the auto menu of the front screen. If you are already in 128K Basic, just type LOAD "DISK" and this will auto load the game.

SPECTRUM 48/128K - cassette version

Insert the cassette into tape recorder. Type LOAD "" and press ENTER.
Press PLAY on cassette player.

SPECTRUM +2 AND +3 - cassette version

Insert fully rewound cassette into tape recorder. Press ENTER at the LOADER prompt from menu screen.
Press PLAY on cassette player.

AMSTRAD CPC - cassette version

- Insert tape, side A in the recorder.
- On CPC 464, 664, 6128 with a disk drive, type [TAPE (to obtain], press @ and SHIFT simultaneously) and press ENTER.
- Then press CTRL and ENTER (beside the numeric keypad).

AMSTRAD CPC - disk version

- Insert the disk in the drive.
- Type | CPM (to obtain |, press @ and SHIFT simultaneously)
- Press ENTER.

COMMODORE 64 - cassette version

- Place the tape into the cassette deck and rewind the tape to the beginning,
- if you use a C128, type GO 64 and confirm by pressing on Y, then RETURN,
- afterwards, on C64 as well, insert the cassette in the recorder,
- press the keys SHIFT and RUN/STOP simultaneously,
- press PLAY on the recorder, the program will load and start automatically.
- Once the intro section has loaded, turn the tape over and press REWIND on the tape deck. When the music has finished playing (or press any key to override the music), the tape will rewind to the beginning.
- When it has rewound press play button and it will load the rocket section. - As each level loads press the STOP button on the cassette deck and then follow instructions from within the game.

COMMODORE 64 - disk version

- If you use a C128, type GO 64 and confirm by pressing on Y, then RETURN,
- afterwards, on C64 as well, insert the disk in the drive,
- type LOAD*★*,8,1
- press RETURN, the program will load and start automatically.

SELECTION OF THE LANGUAGE (on Amstrad only)

Move the arrow on the English flag and press on SPACE BAR to validate.

Note : *At any moment you can freeze the game by pressing the "P" key.
To continue playing, press any key.*

To start, press the Space bar.



THE JOURNEY THROUGH SPACE

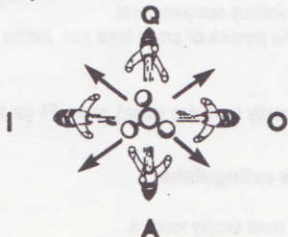
Now you take over the controls of the rocket. It's your job to take our friends to the moon. You'll have to avoid the meteorites and catch the yellow and red spheres on your way.

- The yellow spheres stock you up with energy.
- You'll have to catch 8 red spheres to go over to the next stage.

Commands for piloting the rocket:

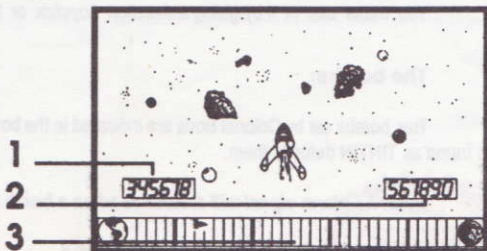
- Joystick: just push your joystick in the direction you want to go.
- Keyboard: use the arrow keys to guide the rocket in whatever direction you want. Press two keys at the same time if you want diagonal flight.

On C64 and Spectrum use the keys :



Indicators:

- 1 - your energy level
- 2 - your score
- 3 - your distance from the Moon.



IN THE ROCKET

Your job is to guide Tintin through the various rooms in the rocket.

You'll have to :

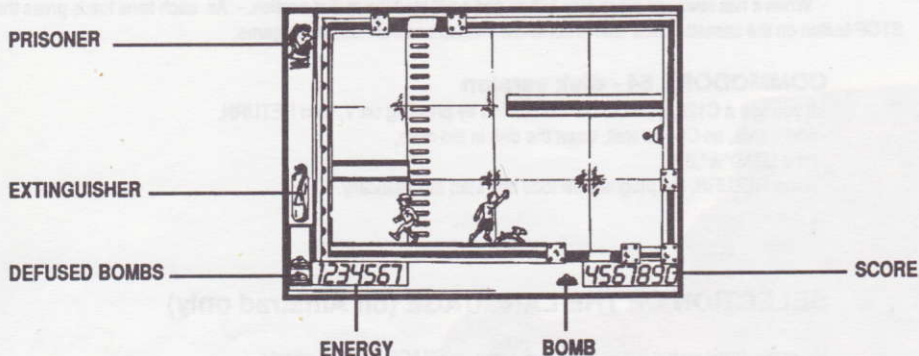
- disarm the bombs,

- put out fires,

- free his companions

- and catch that dastardly Colonel Boris!

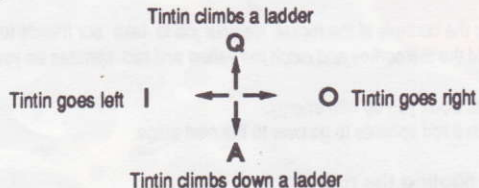
That are the four conditions which have to be fulfilled to go over to the next stage.



Note: You'll first have to get the extinguisher. When it is empty (it will flash on the left-hand side of the screen), fetch another one. To take an extinguisher, TINTIN must simply touch it (it will appear on the left-hand side of the screen).

Commands for moving Tintin :

- In normal gravity:



- In Zero gravity (except on Spectrum version):

Tintin floats through the rocket's various compartments.

To change his trajectory, use the joystick or arrow keys just before he bounces off something, keep the direction during the bounce, then release.

To switch from normal to zero gravity (and vice versa), press F1 (or 1 on certain machines).

Commands to activate the extinguisher:

To take an extinguisher, TINTIN must simply touch it.

You make use of it by giving a direction (joystick or keyboard) and pressing the fire button or space bar.

The bombs:

The bombs set by Colonel Boris are indicated in the bottom of the screen. They disappear one by one from this frame as TINTIN defuses them.

Note: An alarm signal will announce when a bomb is about to explode.

- To disarm a bomb, Tintin must simply touch it.

Other action possibilities:

- To free someone, Tintin only has to touch him (prisoners are indicated in the left border of the screen).
- To capture the hateful Colonel Boris, Tintin must sneak up from behind and jump on him! But he can also use the foam extinguisher.

MOON LANDING

To land you'll have to brake the speed by regulating the auxiliary engine. This last test will allow you to convert the energy remaining into score...

To increase auxiliary engine power:

- On the joystick use the Fire button.
- On the keyboard use the Space bar.

GAME OVER

If you have lost, you'll see the message "GAME OVER".
To play once more, press any key.

LOADING INSTRUCTIONS



CREDITS

TINTIN ON THE MOON is an INFOGRAMES production.

Graphics : Didier CHANFRAY

Program : Daniel CHARPY, Philippe NOTTOLI

Music : Charles CALLET

Marketing : Véronique GENOT

© HERGE/EXCLUSIVE RIGHTS BARAN INTERNATIONAL LICENSING/CASTERMAN 1989

An INFOGRAMES licence.