

LOST IN SPACE

MR.ATARI (c) 2015

YOU ARE A SPACE-CAPTAIN RACING AGAINST RIVALING LUNAR-LANDERS. YOUR GOAL IS TO LAND AND RENDEZVOUS 15 TIMES. CAN YOU BEAT THE COMPETITION OR SET AN UNBEATABLE MISSION-TIME?

FIVE CHALLENGING LEVELS, INCLUDING LIMITATIONS AND SUDDEN DEATH.

CONTROLS (1-4 PADDLES):

PRESS BUTTON TO ACTIVATE RETROFIRE.

TURN KNOB TO ADJUST LEVEL OF THRUST.

GAMEPLAY:

LAND FIRST, THEN RENDEZVOUS. YES, IT'S THAT EASY, NOTHING MORE TO DO THAN THIS.

MOTHERSHIP:

DOCKING IS NOT HARD, JUST HIT THE BOTTOM OF THE SHIP WHEN IT'S DIRECTLY ABOVE YOU. BUT WITH INCREASING SCORE, DOCKING NEEDS TO BE MORE PRECISE!

RETROFIRE:

GIVING MORE THAN 50% THRUST WILL HEAT-UP THE SHIP. BRIGHTNESS OF YOUR SHIP REFLECTS HEATING UP. DON'T EXPLODE!

GRAVITY:

THE BRIGHTNESS OF SURFACE REFLECTS THE GRAVITY. DARK PLANET EQUALS LOW GRAVITY, SO YOU BETTER ADJUST YOUR THRUST TO THIS PHENOMENA!

FUEL:

WATCH YOUR FUEL LEVEL, RUNNING OUT OF FUEL IS THE WORST THING THAT CAN HAPPEN. RENDEZVOUS WILL FILL UP. CRASHING COSTS FUEL, DROP-HEIGHT INCREASES THIS.

LOST IN SPACE:

GRAVITY DROPS WHEN YOU ARE UP IN ORBIT, WATCH YOUR THRUST AND DO NOT GET LOST IN SPACE. WHEN YOU DO, YOUR SCORE WILL BE HALVED!

TIME:

CRASHING COSTS TIME, DROP-HEIGHT INCREASES THIS. PLAY TACTICAL WITH TIME AND FUEL.

INSTRUCTION SHEET

INTRO-SCREEN

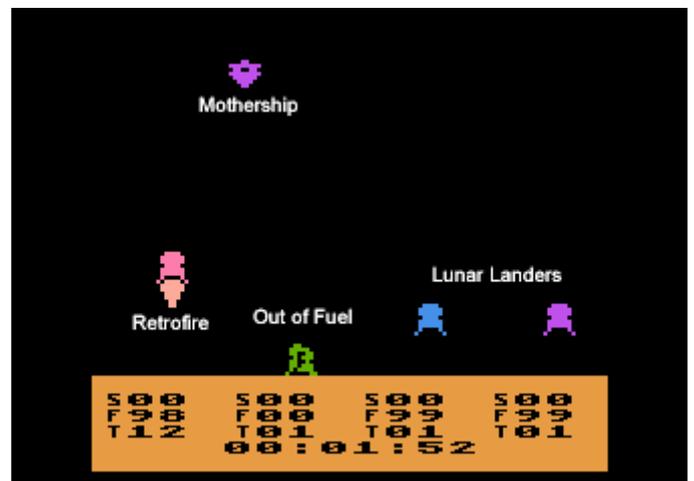


PRESS (SELECT) TO CHANGE THE GAME MODE.

- NORMAL (CHANGING GRAVITY ON RENDEZVOUS)
- NO RE-FUEL (START WITH 99 FUEL, BUT NO RE-FUEL ON RENDEZVOUS)
- 3 MINUTES (NORMAL GAME WITH A 3 MINUTE TIME LIMIT)
- SUDDEN DEATH (LOST IN SPACE CAN END THE GAME EARLY.....)
- BEGINNER (GRAVITY DOES NOT CHANGE AND IS SET TO MEDIUM)
- PLAY VOICE (LET'S HEAR IT AGAIN, 32K MACHINES ONLY)

PRESS (START) TO ENTER THE GAME

GAME-SCREENS



WHEN THE COUNTDOWN IS IN PROGRESS; PRESS YOUR BUTTON TO JOIN THE GAME.

WHEN THE GAME IS IN PROGRESS; PRESSING THE BUTTON IGNITES YOUR RETRO-FIRE.

PRESS (SELECT) TO RETURN TO THE INTRO-SCREEN OR (START) TO RESTART THE SAME GAME-MODE.

S = SCORE

F = FUEL

T = THRUST

00:00:00 = GAME-TIME