IMAGIC

MOONSWEEPER™

GAME INSTRUCTIONS



U.S.S. MOONSWEEPER — ALERT!

Reach and rescue miners stranded on moons in the four galaxies of Quadrant Jupiter^2!

Warning! Proceed with extreme caution. Deadly meteor showers, comets, alien vessels and space debris in the Quadrant are at lethal levels. Destroy them or take evasive action, then land on all the moons in as many of the galaxies as you can reach. Avoid colliding with lunar landmarks.

Unidentified Orbital Launchers patrol moons and send armed Surface Destroyers to the lunar surface. Survive at all costs, or the miners won't make it!

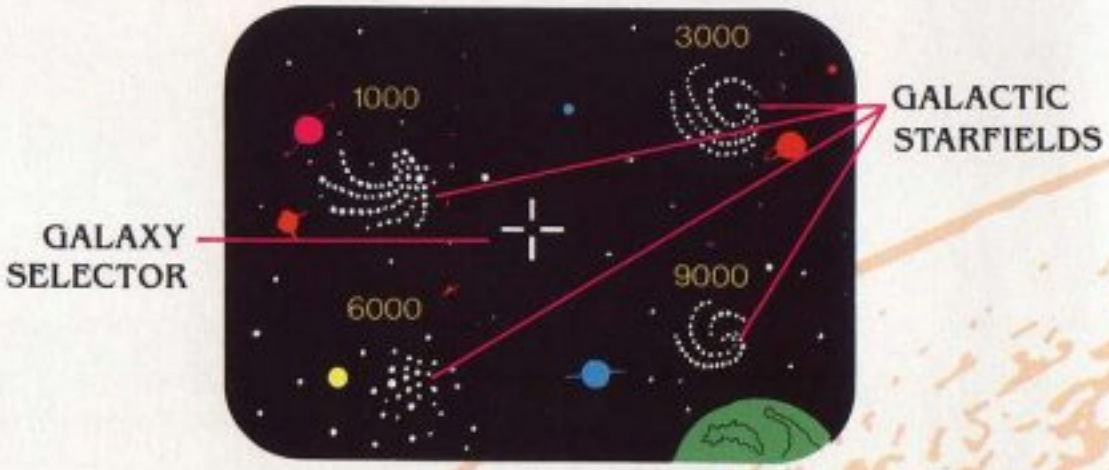
GAME OBJECTIVES

- Pilot the U.S.S. Moonsweeper to all the moons in each of the four galaxies of Quadrant Jupiter.[2] Avoid or destroy meteors, comets, alien ships and space debris. Land on a moon as it passes.
- Rescue 5 miners from each moon. Avoid towers, alien Surface Destroyers and the missiles they fire.
- While skimming the moon's surface, shoot towers, Surface Destroyers, Orbital Launcher Ships and Lunar Satellites.
- When you've picked up 5 miners, fly through Accelerator Rings to blast off into outer space. Then reach another moon or move to another galaxy and reach miners on those moons.

MOONSWEEPER IS A 1-PLAYER GAME

PREPARE FOR THE MISSION

- Insert Cartridge and turn power on.
- Use either controller.
  - Move Moonsweeper left or right by leaning controller stick in that direction.
  - To fire surface and space shots, aim and press either side button.
- To restart a game, move controller stick or press left or right side controller button.

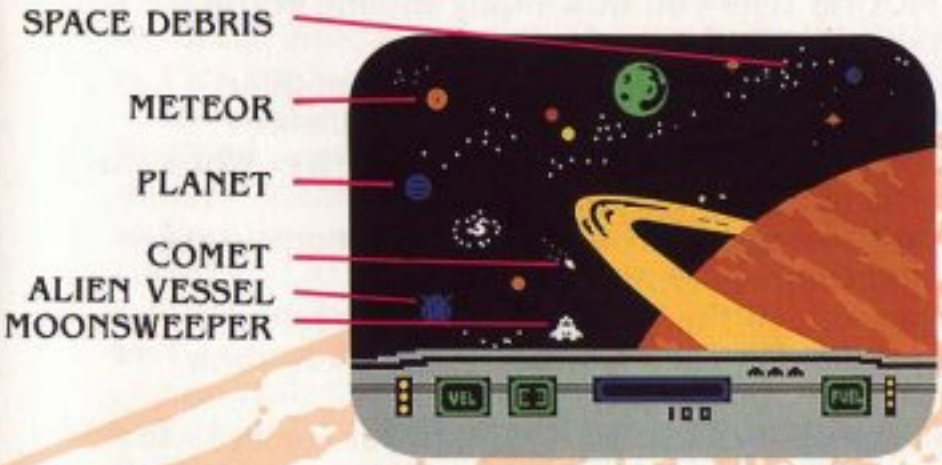


GAME PLAY

SELECTING A GALAXY

- To begin a game, move the Galaxy Selector over the starfield of the galaxy you want to explore.
  - Galaxies are numbered 1000, 3000, 6000 and 9000.
- The higher the galaxy number selected, the more likely you are to encounter more challenging moons.
  - Once in a galaxy, you must rescue 5 miners from each moon in that galaxy before you can go to another galaxy.
    - Consult your instrument panel for the number of moons you must reach before completing that galaxy.
- Once you've made a selection, Moonsweeper appears in that galaxy.

IN THE GALAXY

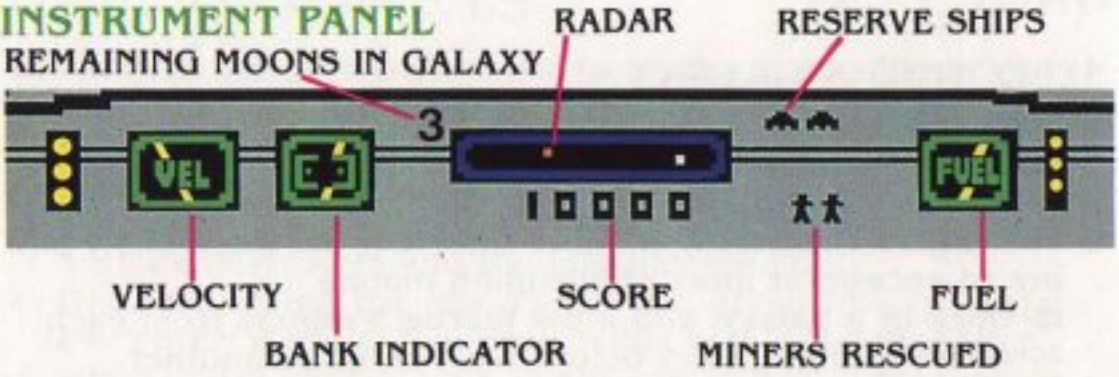


- Avoid or destroy meteors, comets, alien vessels and space debris.
- Pilot Moonsweeper toward moons as they sweep past.

PLANET SELECTION

- To land, touch a moon as it passes.
  - Moon color indicates rescue difficulty:
    - ***BLUE:*** easy; many miners.
    - ***GREEN:*** less easy; fewer miners and more Surface Destroyers.
    - ***YELLOW:*** more difficult; scattered miners and more aggressive Surface Destroyers.
    - ***RED:*** most difficult; miners are far apart and Surface Destroyers attack very aggressively.

INSTRUMENT PANEL



- VELOCITY measures the speed at which Moonsweeper moves.
- BANK INDICATOR shows the angle at which Moonsweeper moves.
- REMAINING MOONS tells you how many moons you have left to reach in the current galaxy.
- RADAR shows you where the next miner will appear.
- RESERVE SHIPS indicates how many more collisions Moonsweeper can withstand. You begin with five. When the last ship is destroyed the game is over.
- MINERS RESCUED shows how many miners Moonsweeper has picked up on the current moon.
- FUEL shows how much fuel Moonsweeper has left.
  - Moonsweeper begins each Universe with a full tank of fuel.
  - Moonsweeper receives 1/3 of a tank of fuel each time it completes a moon.
  - Fuel is consumed very slowly; if fuel runs out, Moonsweeper explodes and you lose a reserve ship.
    - If Moonsweeper still has ships in reserve, it will use one of those reserve ships and reappear with a full tank of fuel.

FORCEFIELD

While in orbit, you can protect Moonsweeper from collision damage by using a forcefield.

- To use forcefield: Pull back on stick.
  - Careful! The forcefield drains fuel very rapidly. Use it sparingly.

THE RESCUE



- The controller stick controls speed and direction over moon surface.
  - Pull back to fly slower; push forward to accelerate.
- Pick up MINERS by flying over them.
  - Radar indicates where the next miner will appear.
  - Pick up 5 miners to complete your rescue flight and leave this moon.
- TOWERS appear all over the moonscape. Avoid or destroy them!
  - You lose a reserve ship for every Tower you collide with.
- ORBITAL LAUNCHERS descend close to the moon and release Surface Destroyers that attack Moonsweeper.
  - To shoot at Orbital Launchers, pull back on the controller stick while pressing any side button.
- SURFACE DESTROYERS swing back and forth across your flight path and shoot missiles.
  - Colliding with Surface Destroyers or their missiles costs you reserve ships.
  - To shoot Surface Destroyers, aim Moonsweeper and press either side button.
- LUNAR SATELLITES occasionally skitter above the moon's surface. Shoot at them as you would an Orbital Launcher.



ACCELERATOR RINGS

- When 5 miners have been rescued, Moonsweeper is full and you can blast off. Fly through Accelerator Rings to get enough speed to break away from that moon's gravity.

- Accelerator Rings are placed in series. If you don't get up enough speed in one series, watch for the next one.
- The number of Rings you must fly through depends on your speed; generally, 5 or 6 rings give you the necessary momentum for blast-off.

- **You are awarded an extra Moonsweeper, to a maximum of five, for every 10,000 points you score.**

GAME VARIATIONS

GALAXY	MOON COLORS
1,000	BLUE and GREEN
3,000	BLUE, GREEN and YELLOW (mostly BLUE and GREEN)
6,000	BLUE, GREEN and YELLOW (mostly GREEN and YELLOW)
9,000	BLUE, GREEN, YELLOW, and RED

SCORING

IN ORBIT

Destroy a COMET, METEOR, ALIEN VESSEL or piece of SPACE DEBRIS: 50 points

ON MOONS

- Earn 100 points for each miner you pick up.

Destroy:	Earn:
TOWERS	50
SURFACE DESTROYERS	100
ORBITAL LAUNCHERS	200
LUNAR SATELLITES	200

- Take off from a planet and earn points:

Planet color:	Earn:
BLUE	100
GREEN	200
YELLOW	300
RED	400

BONUS POINTS

Complete rescue operations on all the moons in a Universe and receive as a bonus the number of points corresponding to that Universe, e.g. complete Universe 1,000 and receive 1,000 bonus points.

IMAGIC
VIDEO GAME CARTRIDGE
90-DAY LIMITED WARRANTY

Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for 90 DAYS from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge upon receipt of the cartridge, postage prepaid, with proof of date of purchase at the following location:

IMAGIC
Consumer Affairs
981 University Avenue
Los Gatos, CA 95030

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE. IMAGIC IS NOT LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth above may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

IMAGIC
Consumer Affairs
Kathleen Boothe
P.O. Box 31001
Los Gatos, CA 95031

Game Program designed by Wendell Brown

Game graphics assisted by Michael Becker
© 1983 IMAGIC. All Rights Reserved.
Printed in USA
700061-1A