Game Guidebook

Chapter 01: Introduction

1. Plot

On 20/7/2069, we celebrated the 100 year anniversary of the first landing on the moon by sending a spaceship there.

You were one of the astronaut sended there. Unfortunately, the spaceship encounter an error and crashed into the Moon.

When the error is phathien-ed, you quickly got into a lifepod and landed on the moon.

htbd was broken, so you cannot communicate with anyone.

Luckily, NASA had anticipated the problem, so they had prepared for us some things to survival on the Moon.

You had exported the robots out of the spaceship to examine the Moon’s surface.

But that is not all what they can do, they can mine ores, do the gardening and other tasks.

In order to survive on the Moon, you must program the robots to do some specific tasks for you.

This book will guide you how to program those robots so that you can survive on the Moon.

1. Camera

The lifepod is equipped with a radar, that could scan the terrain of the moon, and generate a 3D scene of the moon.\nThe radar can also scan moon rock, moon ores, and even your robots. However, the radar has a scan radius of about 500 meters.\nYou can navigate around the 3D scene by controlling the camera. \nScroll up/down to zoom in/out.\nDrag the LMB to rotate around the scene.\nDrag the RMB to move around the scene.