Lander

Lander is a game in which you fly a shuttle around a three-dimensional landscape whilst trying to destroy objects on the ground. To start Lander, double-click on the Lander icon. However, note that Lander needs at least 328K of memory, so if you find your computer runs out of space, use the Task Manager (described in Part 1) to ensure that Screen Memory, Next, and Free add up to at least this.

The game is played as follows:

Launch the shuttle off the pad by pressing Select, and manoeuvre it by turning the mouse slightly to the left or right, towards you or away from you.

Keep the shuttle moving by turning the mouse to tilt it and pressing Select to emit a jet stream which sends it travelling over the landscape. Pressing Menu instead of Select gives you half-thrust.

Destroy objects by shooting at them with bullets fired from the shuttle. Trigger the bullets by pressing Adjust.

Refuel the shuttle by finding your way back to the launching pad and landing for refuelling. The fuel gauge is the red line at the top of the screen.

You begin the game with 500 points, and gain 20 points for every object you destroy. You lose one point for every bullet fired.

You are allowed three chances to fly the shuttle. If you crash, you are returned to the launching pad. The game ends after the third crash.

When you reach 800 points, rocks begin to fall. You must dodge them as you continue to fly the shuttle.

To quit Lander, press Escape, and then press the space bar or click a mouse button.

Lander is in fact just the preliminary part of a sophisticated game called Zarch, available from your Acorn supplier.

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