C64/128 C64/128 C64/128

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. To start the game press SPACE.

Note:- Throughout the game P pauses, any key restarts.

THE JOURNEY THROUGH SPACE
Control the rocket and take TINTIN and friends to the moon. Avoid the meteorites and catch the yellow and red spheres on your way.
- The yellow spheres replenish your energy.
- You must catch 8 red spheres to progress to the next stage.

Controls:- Joystick or arrow keys.

Spectrum & C64:-

O	Up
A	Down
I	Left
O	Right

Your distance from the moon is shown at the bottom of the display. Energy level on the left, score on right.

IN THE ROCKET
Guide TINTIN through the rocket to:-
Disarm the bombs,
Put out the fires,
Free his companions,
and catch the dastardly Colonel Boris!
Prisoners, Extinguishers and Defused bombs are shown to the left of the screen.

Controls:- As for Rocket except that in zero gravity (not Spectrum) controls should be operated just before TINTIN collides with something, and should be held down during collision.

To switch between normal and zero gravity press F1 or 1 depending on machine version.
To take a fire extinguisher just touch it. To use it choose a direction and press SPACE or Fire Button.

The bombs set by Colonel Boris are shown at the bottom of the screen, they disappear as TINTIN defuses them by touching them. An alarm sounds when the bomb is about to explode.
To free a prisoner TINTIN must touch him.
To capture Colonel Boris sneak up from behind and jump on him or use the fire extinguisher.

MOON LANDING
To land you must regulate engine power using the Fire Button or SPACE.

GAME OVER
If you lose press any key to play again.