
TINTIN
ON THE MOON
Action
SIXTEEN
AMIGA

TINTIN ON THE MOON

Blistering Barnacles! We've been captured by the evil Colonel Jorgen! Thundering Tycoons! Only Tintin can save us from certain disaster!

Join Tintin, Snowy, Captain Haddock and the Thompson Twins as they avoid asteroids and foil saboteurs in the race to become the first men on the moon in this crazy 'cartoon style' adventure.

ARCADE ACTION MONTHLY 82%







Screen shots from Amiga

INFOGRAMES

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TINTIN ON THE MOON

LOADING INSTUCTIONS

Atari ST/STE	*Insert disk into drive A: and switch on computer.*
AMIGA	*Insert disk into drive DF0: and switch on computer.*
PC	*Boot up DOS, insert disk into drive A: type TATOU and press RETURN.*

Press "P" to pause the game at any time. Resume by pressing any key.

SELECTION OF THE LANGUAGE

With the mouse, move the arrow on the English flag and click with the left mouse button to validate.

STARTING THE GAME

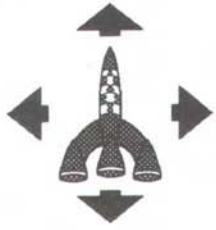
To start, press the Space bar when you see the picture of the Earth control station.

THE JOURNEY THROUGH SPACE

You must take control of the rocket and take Tintin and his friends to the moon. You must avoid the meteorites and catch the yellow and red spheres on your way. ***The yellow spheres stock up your energy supply. You must catch 8 red spheres to proceed to the next stage.***

COMMANDS FOR PILOTING THE ROCKET

Joystick : just push your joystick in the direction that you want to go.
Keyboard : use the cursor keys to guide the rocket in the direction you want.
Press two keys at the same time if you want diagonal flight
Mouse : move the mouse in the direction you want to go.



INDICATORS

1. Your energy level
2. Your score
3. Distance from the Moon.

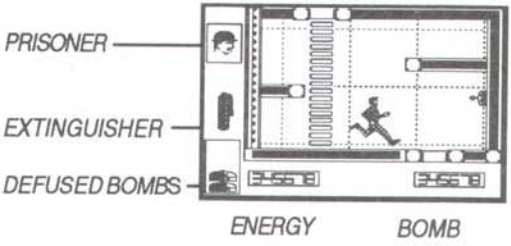


IN THE ROCKET

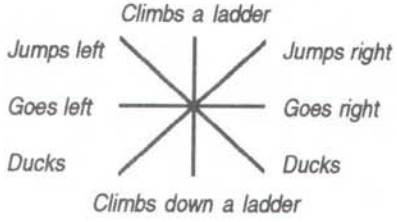
Your job is to guide Tintin through the various rooms in the rocket. You must disarm the bombs, put out fires, free his companions and catch the dastardly Colonel Boris! You must complete these tasks in order to proceed to the next stage.

Note: You will first have to get the extinguisher. When empty (it will flash on the left-hand side of the screen), fetch another one. To take an extinguisher, Tintin must simply touch it.

Warning : In this part of the game, you cannot use a mouse.



COMMANDS FOR MOVING TINTIN
(normal gravity)



In Zero gravity *-Tintin floats through the rocket's various compartments. To change his trajectory, use the joystick or cursor keys just before he bounces off something, keep the direction during the bounce, then release.* ***To switch from normal to zero gravity (and vice versa), press F1.***

COMMANDS TO ACTIVATE THE EXTINGUISHER

To take an extinguisher, Tintin must simply touch it. To activate it, aim Tintin in the direction of the fire and press the fire button or the space bar simultaneously.

THE BOMBS

The bombs set by colonel Boris are indicated at the bottom of the sreen. They are transferred one by one into the yellow frame (bottom left corner) as Tintin defuses them. To disarm a bomb, Tintin must simply touch it. Note: An alarm signal will anounce when a bomb is about to explode.

OTHER ACTIONS POSSIBLE

- To free someone, Tintin has only to touch him (prisoners are indicated in the bottom left border).
- To capture Colonel Boris, Tintin has to sneak up from behind and jump on him! But he can also use the extinguisher.

MOONLANDING

When you are close enough to start landing procedure, you will momentarily lose control. Take a well-earned rest as you sit back and watch the Moon get closer and closer. When the rocket turns round, it is time to take over the controls again!

To land, you need to brake the speed by regulating the auxillary engine. This last test will allow you to convert the energy to score...

SCORE TABLE

If you have achieved one of the best scores, you can save it. To write your name, make the characters scroll using the up and down cursor keys. To proceed to the next character press the right cursor key. Press RETURN to confirm your name.

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