THE DARK SIDE OF THE MOON

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Programmed and written

by

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MAKING A BACKUP

Place a FORMATTED cartridge in MDV1 and MASTER 1 in MDV2.

Type LRUN MDV2—BACKUP
PRESS ENTER
It will take a few minutes and progress will show on the screen.

When the backup has been completed successfully, remove both cartridges and label your copy 'BACKUP MASTER1' return to its case and place the cartridges in the box, which should have room for two cartridges.

Then place a FORMATTED cartridge in MDV1 and the MASTER2 in MDV2.
Type LRUN MDV2—BACKUP.
When this has finished, remove the cartridges and label your copy 'BACKUP MASTER2' and place in its appropriate case.

You are then ready to follow the instructions for LOADING THE GAME.

HOW TO LOAD THE GAME

Make sure the QL TV and power supply are connected to each other and that you can see
F2 . . . . Monitor (not F1)
F2 . . . . TV   on the screen.
Press F2 (not F1) if you have a monitor or F2 if you have a TV.

Having pressed the appropriate button you should have your usual blank screen with a cursor awaiting your instructions.

Place your backup copy of Master1 in MDV1 then put the original MASTER1 in MDV2; this is the security check and the game will not run otherwise. Type LRUN MDV1__PHASE1
PRESS ENTER
MDV1 should then begin to operate and after a few seconds a message will advise you to wait while Landing in Progress.
You will have to wait about a minute, then the game will run and you should find yourself at the first location.
DO NOT REMOVE THE CARTRIDGE OR PRESS THE RESET BUTTON UNTIL THIS STAGE HAS BEEN REACHED.
You can then commence the game.

HOW TO LOAD PHASE2

Make sure the QL TV and power supply are connected to each other and that you can see
F2 . . . . Monitor (not F1)
F2 . . . . TV   on the screen.
Press F2 (not F1) if you have a monitor or F2 if you have a TV.

Having pressed the appropriate button you should have your usual blank screen with a cursor awaiting your instructions.
Place your backup copy of Master1 in MDV1 then put the original MASTER1 in MDV2; this is the security check and the game will not run otherwise. Type LRUN MDV1—PHASE2
PRESS ENTER

MDV1 should then begin to operate and after a few seconds a message will advise you to wait while PHASE2 loads.

You will have to wait about a minute, then the game will run and you should find yourself at the first location.

DO NOT REMOVE THE CARTRIDGE OR PRESS THE RESET BUTTON UNTIL THIS STAGE HAS BEEN REACHED.

You can then commence the final stage.

NB.

You will not be able to proceed with PHASE2 until you have completed PHASE1 as you will be given a secret password at the end of PHASE1

HOW TO LOAD PHASE3

Make sure the QL, TV and power supply are connected to each other and that you can see

F2 . . . . Monitor (not F1)

F2 . . . . TV   on the screen.

Press F2 (not F1) if you have a monitor or F2 if you have a TV.

Having pressed the appropriate button you should have your usual blank screen with a cursor awaiting your instructions.

Place your backup copy of Master2 in MDV1 then put the original MASTER2 in MDV2; this is the security check and the game will not run otherwise. Type LRUN MDV1—PHASE3

PRESS ENTER

MDV1 should then begin to operate and after a few seconds a message will advise you to wait while PHASE3 loads.

You will have to wait about a minute, then the game will run and you should find yourself at the first location.

DO NOT REMOVE THE CARTRIDGE OR PRESS THE RESET BUTTON UNTIL THIS STAGE HAS BEEN REACHED.

You can then commence the final stage.

NB.

You will not be able to proceed with PHASE3 until you have completed PHASE1 and PHASE2 as you will be given a secret password at the end of PHASE2.

HOW TO LOAD PHASE4

Make sure the QL, TV and power supply are connected to each other and that you can see

F2 . . . . Monitor (not F1)

F2 . . . . TV   on the screen.

Press F2 (not F1) if you have a monitor or F2 if you have a TV.

Having pressed the appropriate button you should have your usual blank screen with a cursor awaiting your instructions.

Place your backup copy of MASTER2 in MDV1, then put the original MASTER2 in MDV2; this is the security check and the game will not run otherwise. Type LRUN MDV1__PHASE4

PRESS ENTER

MDV1 should then begin to operate and after a few seconds a message will advise you to wait while 'THE END IS IN SIGHT'

You will have to wait about a minute, then the game will run and you should find yourself at the last location of PHASE3

DO NOT REMOVE THE CARTRIDGE OR PRESS THE RESET BUTTON UNTIL THIS STAGE HAS BEEN REACHED.

You can then commence the last part.

As before, you will need a password from PHASE 3.

SAVE

· Saving your position.

During the progress of the game, you may wish to save your current position. To do this, remove the BACKUP cartridge from MDV1.

If you are using a brand new cartridge, make sure you have formatted it before starting. Do not format it after using the SAVE command. Place the spare cartridge into MDV1 and type SAVE (Followed by any name you may choose to identify your last position).

E.G. SAVE COCKPIT

Do not save on your BACKUP cartridge until you receive instructions on screen.

RETRIEVE

Make sure the spare SAVE cartridge is in MDV1.
To RETRIEVE your last position
Type RETR (Followed by the name of the saved position you wish to visit)
E.G. RETR COCKPIT

DIR — If you type DIR it will show names of saved positions.

SCORE

You score points for selecting some useful items which may not be easy to find and for performing some necessary tasks.

You may also score for collecting valuable objects, but will lose points when you drop them, until you pick them up again.

Finally, you will obtain more points for reaching difficult locations, which involve problem solving and killing the enemy.

If you are killed off you will have to start again, so you will need to save your position so you can retrieve it without too much work. You can score up to 50 points inside your spaceship, but you can get by with 35, provided you have carried out the correct tasks. By the end, you should have reached a score of around 500.

If you get into difficulty please write with your problem, with a stamped and addressed envelope to:—

JAVID SYSTEMS
5, CHELTENHAM ROAD
GLOUCESTER GL2 0JE

THE DARK SIDE OF THE MOON

It was supposed to be a routine trip to collect another consignment of Selenum ore, an anti gravity metal used for building space ships. Captain Charles Franklin had made this journey many times before, since scientists had discovered a huge deposit of Selenum on the Moon, which could not be found anywhere on Earth. In fact he made the trip every lunar month for the past three years, but there was something wrong this time, although he couldn't quite put his finger on it.

Perhaps it was the presence of Admiral Cola, Commander of the commercial space fleet. This was the first time the Admiral had deigned to leave his flag ship to grace a humble cargo vessel and maybe Captain Franklin was simply nervous of having to operate his ship the 'Starflash' under the eyes of his commanding officer. He knew of Admiral Cola by reputation, as one of the most ruthless and cold-blooded officers to fight his way up through the ranks, to become one of the most feared commanders since the World Stellar fleet was formed.

However, Franklin tried to brush his misgivings aside, as his skilled hands manipulated the complex controls of Starflash as she left the pull of Earth's gravitational field and set course for the dark side of the moon, where the mining operations were situated.

It still never failed to amaze him how such a large concern could be controlled by just two mining engineers. Admittedly, they were assisted by a team of the latest Cyber-Robots and an IGM (Inter Galactic Memory) computer, based on QL technology, but Franklin didn't know much about the workings of this sophisticated hardware; all he cared to know was whether it worked or not!

The ship in which he was travelling was built mainly of Selenum, which when processed, had anti-gravitational properties; a major contribution to the quantum leap in space travel.

Suddenly, his thoughts were interrupted by a polite cough from Robbie Robot, drawing his attention to a red distress signal, urgently flashing on the QL video transmitter. It was an SOS from the Moon-base!

One of the mining engineers was frantically reporting that they were being overrun by aliens from the planet Chinoss. Even as he spoke, a chin (alien from Chinoss) in a gold space suit, burst into the communication chamber and fired his eraser weapon at the unfortunate engineer. As the man slid to the floor, he managed to cut off the transmission before the chin could trace to whom the signal was being sent.

Captain Franklin turned to the Admiral and was surprised to see his face showing no emotion, almost as if he'd expected something like this to happen! With a matter of fact tone, Admiral Cola began explaining:

"As you may know", he said, "the beings from Chinoss, or chins as we call them, are a race similar in appearance to humans, only they have golden skin and like us, have a passion for gold. In fact, their

mission in life is to constantly raid every planet within reach, in their search for this rare metal. There's not much gold on the Moon, but maybe they've come for the selenum, which they also use in building their space craft.

They wear golden space suits, which reflect the sunlight and usually travel in galactic space cruisers, containing about a hundred troops".

At this point Captain Franklin interrupted, "There's only five of us, don't you think we ought to return to Earth for reinforcements?"

Admiral Cola regarded him coldly, "On no account", he replied, "there are men to be rescued at the base, who might be killed at any moment and also the chins might get away with a month's collection of selenum, by the time we returned to earth and came back here". "No Captain", he went on, smiling this time, "I have every confidence in your skill and ingenuity and with the element of surprise, I feel we are better placed to deal with the situation ourselves, using the resources available to us. I suggest we land on the other side of the Moon, to avoid their radar and then make the rest of our way across the lunar surface. They won't be expecting us to make such a perilous journey".

As time was of the essence, Captain Franklin concurred with this plan and accordingly, a new course was plotted to land the Starflash on the light side of the Moon, a thousand miles from the base!

PLAYER HINTS

Expert adventure players will know the usual commands, most of which have been included here, but we'll list below the more obvious ones.

COMMANDS:
(The computer will accept the beginnings of some words as typed in capitals)

TAKE	FIRE	WEAR	HIT
DROP	EXAMine	ENTEr	SAVE
EAT	INVEntory	EXIT	QUIT
DRINk	GIVE	CLIMb	RETRieve
SHOOt	REMOve	LOAD	DIR

There are the normal compass points which may be abbreviated to the first two letters e.g. North may be changed to 'NO'. To save your time we have not included NNE, SSW etc although there might be some unusual directions to follow later on. Up and Down are also included.

Sentences are fairly short, leaving out the definite and indefinite article e.g. 'Take Food' not 'Take THE food'. You can use 'with', as in 'Unlock door with keys'.

As you are Captain of the space ship, your crew should perform some tasks for you and to enable them to do this you must give them the correct tools. They do not always co-operate, however although they will at least help you carry some of the items you pick up along the way.

Although the crew are there to assist you, they have a habit of wandering off to explore, as their curiosity is constantly getting the better of them. However, they do not go far and if you look for them hard enough, they will come back to you, but you will have to communicate with them quickly, before they wander off again. At this point we would suggest you keep a list of what each character is carrying; they can carry only two objects each.

The mission commences when the ship has landed on the Moon and you are at your cockpit controls. You will have to prepare yourself for a lunar journey by collecting supplies and equipment. As you would expect, in your own ship the problems are not too taxing, but it may take some time to familiarise yourself with the layout.

The next phase is a little more difficult, as you traverse the unfamiliar surface of the Moon, but you should reach the environs of the Moonbase relatively unscathed.

Inside the Base is a different proposition, as it is crawling with Aliens (Chins as they are known), so the problems get harder in view of their constant interference.

We cannot reveal more at this stage for reasons of Inter Galactic security, but wish you every success in your quest.