

Moon Quest is a graphic-text adventure game, written in Atari Basic and compiled with ABC. It takes up almost an entire ED floppy disk (130kB) and consists of two parts. When you complete the first part by obtaining the appropriate space suit and performing the assigned tasks in the space complex, the second part starts, which will put a new task before player - to launch a rocket and go to the Moon!

The game contains more than 40 loaded from disc locations, interesting characters, and detailed descriptions, as well as a bit of humor and cynicism.

It is written in a way that makes the player feel comfortable. Controls and giving commands is done only with a joystick.

An additional simplification is the possibility to save the game state (**to be more precise, your inventory and actions performed**). Saving the game is always possible (**except for the Moon mission**) and is available in the start location in each of the two parts of the game.

The game is presented in two languages: **German and English**, and uses a modified font set based on Simplex. A **Polish** version will also be available.

Basic words were used to communicate with the computer:

LOOK, GIVE, TAKE, TALK, USE, ACTIVATE

(SCHAU, GIB, NIMM, BENUTZE, REDE, AKTIVIERE)

In the game we collect items, use them, trade them with other characters, or give them to someone. One of the first main goals is to get a **spacesuit**.

The game contains an intro (where we can also find a detailed description of the plot) and an outro.

Game supports **PAL** and **NTSC**, it works fine with Rapidus as well.

It is recommended to run the game using SDrive, or Sio2SD.

Game will run on 64kB systems like: Atari 65XE, 800XE, 130XE, XEGS, 600XL (64kB), 1200XL, 800XL.

How to play it? Typically like adventure games. We explore the environment, collect items, draw conclusions and try something on something. It's always a good idea to listen to what the game characters are saying, explore the environment, and do a little thinking. The puzzles are uncomplicated, but sometimes player has to think harder.

Joystick controls:

DIRECTIONS – move character in possible directions shown on screen on the right

FIRE – enter action selection mode and then:

DIRECTIONS LEFT-RIGHT – choose of an action:

LOOK, GIVE, TAKE, TALK, USE, ACTIVATE

(SCHAU, GIB, NIMM, BENUTZE, REDE, AKTIVIERE)

FIRE – approve action.

When we choose: **GIVE, TAKE** or **USE** we can then select an item from the inventory and then:

FIRE – we choose this item

DIRECTIONS RIGHT-LEFT – analogously we select one of the next-previous subject

You can exit any activity or inventory selection menu by selecting **DIRECTION UP**.

When we are talking to someone (**TALK**), or looking at something (**LOOK**), we have infinite time for reading. To activate the next dialogue, or description, we press **FIRE**, or choose the **RIGHT** direction.

SELECT – save the game (only on starting location)

OPTION – load the game (only on starting location)

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With love for my kids: Kinga, Dominik