

Moon Lander

Eureka's Arcade

The goal of Moon Lander is to land your Spacecraft on the surface of the Moon as close as possible to the landing marker.

Your descent speed on touchdown should be as slow as possible.

Your score is based on Vertical Velocity, and Accuracy.

After each landing, your skill is assessed, and Bonus Fuel is awarded.

This Bonus Fuel is used for the next landing attempt.

Continue landing until you run out of fuel, and try for a high score.

Game Play

Your lander is equipped with 3 thrusters. One for deceleration, and 2 for lateral movement.

Using the 3 controls in the lower right corner of the display, you can maneuver your lander around the landing area.

Above these controls are your landers readouts.

Keep an eye on them during your descent to monitor lateral acceleration, vertical descent speed and fuel usage.

Click the Play button to begin your descent to the surface.

The display will indicate the current G force of the moon, and the distance laterally to the landing pad.

After 3 seconds, your lander will begin its descent.

Use the thruster controls to maneuver your lander to a safe touchdown.

If you leave the screen on either side, the game will end, and you will have to try again.

If you run out of fuel, your lander may plummet to the surface.

Watch your shadow as you approach the surface, it will help you estimate your touchdown location.

After landing, you will be awarded a score, and rank, based on your performance.

Keyboard Controls

ESC - The Escape key will Stop the game, and allow you to select menu options.

