SHUTTLE 88©

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Instructions

MAIN MISSION:
Reach NASA's space station.

SECONDARY MISSION:
Capture and repair US satellites while enroute to the space station.
(Capture only those that don't beep.)
Avoid collisions with any metors or Russian satellites.

The shuttle may not have enough fuel to reach the space station.
While in flight you will encounter globes containing fuel for the shuttle. You can retrieve these
globes using the MMU. You can also dock with the Russian space station "MIR" (Russian for
peace) to refuel the shuttle.

   CAUTION : Do not get too near these globes with the shuttle. If you do the globes will
explode. You can't afford to lose any globes if you want to make it to the
space station.

SHUTTLE CONTORLS:
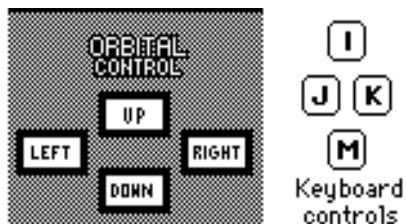
You control the shuttle's direction by clicking the mouse in the UP, LEFT, RIGHT or DOWN buttons
or by using the keyboard keys as shown above. (Be sure the caps lock is up.) When the shuttle
reaches the top or bottom edge of the screen, the shuttle will stop. Each of these controls are
limited to a certain speed. When they reach the limit they will stop working. Just press in the
control that goes in the opposite direction and the control will again work.

No keyboard control
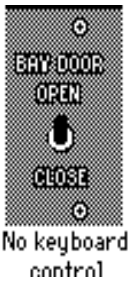
To open or close the shuttle bay door, just click the mouse on the black switch. The switch will indicate what state the door is in.


No keyboard control
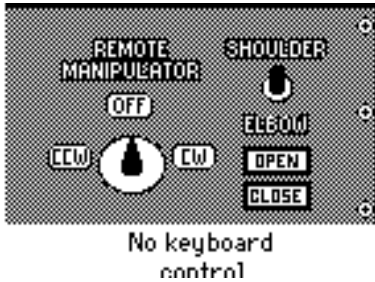
To operate the REMOTE MANIPULATOR first open the bay door.
Click the mouse in either the CW (clockwise) button or CCW (counter-clockwise) button. When you want the arm to stop, click in the OFF button. The control will show what state the remote manipulator is in.

The SHOULDER/ELBOW switch controls which part of the arm that is to move. Click on the black switch to change from one or to the other.

SHOULDER
ELBOW
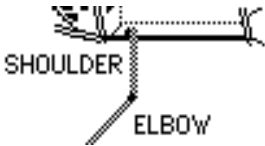
To catch a satellite with the remote manipulator, first position the tip of the elbow on the satellite and click on the CLOSE button. Use the MMU to repair the satellite. When the repair is complete, release the satellite. To release the satellite click on the OPEN button.

To close the bay door, the remote manipulator must be returned to it's home position, as shown below.

Not Yet   Home Position
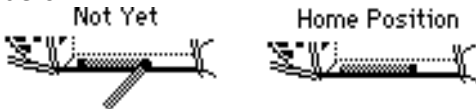
MMU (Manned Maneuvering System):

You can activate the mmu by selecting the mmu menu or by pressing command-m. Be sure the shuttle door is open.
When using the mmu you have a limited amount of oxygen, battery power, and fuel. Don't waste any time on you space walk. One hazzard that you will encounter are black holes. You won't know where they are until you have the bad luck of hitting one. If you do, you will be transported to some other portion of space which may cause you to waste your valuable time and fuel. Also black holes may cause your mmu to malfuction or lose air, power, or fuel.

The further the shuttle goes into space the more black holes you are likely to encounter. (Black holes will only effect the mmu.) Running out of fuel, oxygen, or battery power while operating the mmu will result in your death and will terminate the mission.

You can de-activate the mmu by selecting the mmu menu or by pressing command-d. The mmu has to be located inside the shuttle's bay before you can de-activate it. Each time you deactivate the mmu, it's fuel, oxygen, and battery power will be resupplied.

MMU CONTROLS

CAPTURE   Q   FWD   BACK   W
REPAIR   A   UP   DOWN   S
RELEASE   Z   LEFT   RIGHT   X
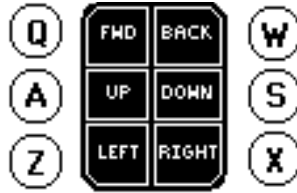
no keyboard commands

Click the mouse in the control pannel or use the keyboard.
(Be sure the caps lock is up.)

Use the FWD control to bring the mmu to its flight position. Use the BACK control to return the mmu to its shuttle position.
UP,DOWN,LEFT, and RIGHT do just what they say. When the mmu reaches the edge of the screen in any direction, the mmu will stop. Each of these controls are limited to a certain speed. When they reach the limit they will stop working. Just press in the control that goes in the opposite direction and the control will again work.

CAPTURE:
Use the mmu to capture a fuel cell. Position the mmu behind the fuel cell even with the mmu arms. Click on the capture control. Return to the shuttle with the fuel cell. When you deactivate the mmu while holding the fuel cell, the shuttle will recieve the fuel. If you release the fuel cell and then deactivate the mmu, the shuttle will not get any fuel.

REPAIR:
Position the mmu behind a satellite even with the mmu arms. Clik on the repair control and the satellite will be repaired.

RELEASE:
Click on the release control anytime you wish to release the fuel cell.

SOFTWARE STOP:
Does just what it says. Click on this if you dare.

DOCKING WITH THE MIR SPACE STATION:
To dock with the MIR space station, first position the shuttle's nose in front of the forward port of the MIR station as shown below and then match the speed of the station.
When you have successfully docked with the station, your on board computer will notify you. At this point the shuttle will be completely refueled. (Be sure to thank the Russians.)

Shuttle docked with MIR

SKILL LEVELS:

There are three skill levels that you can choose to pliot the shuttle at.

ROOKIE   At this level you are allowed six collisions with the metor and six collisions with the
          Russian satellite. You are also allowed to let no more than six damaged US satellites to
          get by without being repaired.

VETERN   At this level you are allowed three collisions with the metor and three collisions with
          the Russian satellite. You are also allowed to let no more than three damaged US
          satellites to get by without being repaired.

PRO   One hit by a metor or one hit by a Russian satellite or one damaged US satellite getting
          by you will terminate you mission.

REACHING THE US SPACE STATION:

When the shuttle has gone over 100 miles the US space station will appear. Park the shuttle near
the space station and activate the MMU. Fly the MMU over to the stations door, at which point the
door will open and the MMU will enter. Your mission as been completed.

MISCELLANEOUS:

You can pause the game by pressing the space bar. Hit any key to resume the game.

⌐ press this key to toggle the sound on or off.