Lunar Lander

This program is the first version of Lunar Lander game program. Please feel free to make copies and distribute it to your friends.

The Game.

You are the commander of a spaceship due to land on the surface of moon. The surface is not even and you must manipulate the exact spot of landing and the softness of landing with the limited amount of fuel you are given. The ship follows the laws of gravitation and to retard the drop-rate you must fire rockets from the spaceship towards the surface of moon which results in a reaction which gives upward thrust to the spacecraft. You can also move the spacecraft right and left by firing rockets in the opposite directions. All you need to use is the left,down and right arrow keys. The score awarded after each landing is calculated on the rate of descend when you touch the ground and the amount of fuel you use. This score will be negative if you do not get a soft landing. Requires perfection of skills before you can maximize your score to anything close to 300 per landing.

I am still working on another version of this program in which robots patrol the lunar surface and you have to avoid them at the spot you land. Also there will be mines on the lunar surface and they can blow you up if you land on them. All suggestions are welcome at CompuServe address 74067,2115.

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