

**07-1981** [A-1458] Applied Concepts - **Lunar Lander** (game module)

Het modul **Lunar Lander** (in het Duits: **Mondlandung**), werd al eind 1980 aangekondigd voor de **Great Game Machine (MGS III)**, en verscheen in de zomer van 1981 op de markt.

## **Travel in "Space" with Lunar Lander** **A game module for exclusive use in the Modular Game System**

Okay, you would-be astronauts! Here's the challenge you've been looking for! If you've been planning a little extraterrestrial travel, you'd better practice first with **Lunar Lander**. **Lunar Lander** is the latest game module available from Applied Concepts, Inc. for exclusive use in the exciting **Modular Game System**. **Lunar Lander** is a one person game simulating a rocket landing on the moon. The object is to land safely, making efficient use of the limited amount of fuel. The starting altitude, fuel availability and gravity pull are determined randomly by the level of difficulty chosen. There are nine levels of difficulty to choose from. **Lunar Lander's** display panel provides a continuous "rocketship" readout of updated altitude and velocity data. It's your job to calculate the thrust, speed, and fuel to lower your spaceship safely on the lunar surface. You maneuver the thrust through nine different entries on the **Lunar Lander** keypad. But, watch out! The larger the thrust, the more fuel is used. Take the challenge! Travel in "space" with the **Lunar Lander**.



### Travel In "Space" With **LUNAR LANDER** A Game Module for Exclusive Use in the Modular Game System

Okay, you would-be astronauts! Here's the challenge you've been looking for! If you've been planning a little extraterrestrial travel, you'd better practice first with **LUNAR LANDER**.

**LUNAR LANDER** is the latest game module available from Applied Concepts, Inc. for exclusive use in the exciting Modular Game System.

**LUNAR LANDER** is a one person game simulating a rocket landing on the moon. The object is to land safely, making efficient use of the limited amount of fuel.

The starting altitude, fuel availability and gravity pull are determined randomly by the level of difficulty chosen. There are nine levels of difficulty to choose from.

**LUNAR LANDER's** display panel provides a continuous "rocketship" readout of updated altitude and velocity data.

It's your job to calculate the thrust, speed, and fuel to lower your spaceship safely on the lunar surface.

You maneuver the thrust through nine different entries on the **LUNAR LANDER** keypad. But, watch out! The larger the thrust, the more fuel is used.

Take the challenge! Travel in "space" with the **LUNAR LANDER**.

**APPLIED  
CONCEPTS, Inc.**

**Manufactured By:**  
Applied Concepts, Inc.  
207 North Kirby  
Garland, Texas 75042 USA  
(214) 494-0281

**Domestic Marketing:**  
Applied Concepts Marketing, Inc.  
**Foreign Marketing:**  
Applied Concepts Marketing  
International, Inc.

**Applied Concepts (1981): Lunar Lander - Geschicklichkeitsspiele Mondlandung**  
(copyright © 2014 by historian Hein Veldhuis)

First Published on April 8, 2014