## NEWSLETTER!

## MODIFIED SOLUTION BY L. MCKENTIE 4955 N.W. 199 th St. OPA LOCKA, PL. 33855

This is but one of many possible sets of moves for the Game 2010 TRIT. You may set your own stop points for saving your moves, at any place that you choose, ( by the amount of work done, -- or the time that you have worked,-- or that you may want to stop and rest). Then restart again, at a later time, rested and refreshed.

Be reminded that you will have time to repair several different items of equipment. But— you need to repair—OMLY— those items that are absolutely necessary, (or may become necessary because of mismoves, that you may make), to the restarting and sending the Ship on its way back to KARTH. All other problems are not needed or are there just for diversion. Mistakes change the number of moves you make in your solution, giving you less time to complete. You may find that short moves in the dark may be necessary, any injuries may be repaired later. These moves as shown have been tested and run to complete a full game.

You must remember, in my previous solutions, I cautioned you about making mistakes causing changes in the moves used later in the game being different from the same place in previous games played.

Plan each move carefully, and record each move you make, for later review, and changes.

Read these moves from left to right.

TO START--PUT IN THE GAME (disk-tape) PULL RESET.

VI READ

VI READ

This is the point at which you will restore the games moves, that you have saved.

Use the STORE/GET Key, wait for the special keys to show on the screen, then use the appropriate key for your needs.

V Power On	IV Open Hatch	VI Leave Pod
> Im Space	< At Antenna	^ At Fuel Cell
^ At Fuel Cell	^ At Cone	< At Batrance
VI Open Door V	II I Turn PLU On V	> In Air Lock
VI Close Door V	v In Repair Station	I I Dump MTB V
I Drop NTB III	* To Hub	> In Hub
v To Parts Locker	V Pickup AB35 V	V Pickup LUB99 V
V Pickup MBG27 V	V Pickup MBG11 V	^ To Hub
< In Hub	v To Repair Station	II Drop AB35 III
II Drop LVB99 III	V Pickup BDM V	II I Pat in BDM V
III I Pix Board V	V Pickop Plate V	V Pickap VLT V
To Air Lock Rm.	VI Open Door V	* To Door
I I Turn PLU Off V	( In Space	> To Antenna
	v To Generator Dome	v To Reactor
^ To Main Generators	III I Remove Board V	II I Pot in RDM V

Y Pictup MEG21 Y V I Install Board V II I Fix Board V II I Remove Board V V Pictup MEG11 V V I Install Board V TO Fuel Cell ROMB II II VI V III I Prepare PLATE V TO Fuel Cell TO Cone TO Entrance VI Open Door V I I Torn on PLU V TO Entrance VI Open Door V TO Repair Station TO Life Support NOME III V TO Repair Station TO Hub TO Bridge VI READ NORE THI I Prepare PLATE V TO Bridge VI READ NORE THI I Prepare PLATE V VI OPEN PAMEL V VI ORDATE V TO Repair Station TO Hub TO Bridge VI READ NORE THI I Prepare PLATE V VI OPEN PAMEL V VI ORDATE V TO Hub TO Life Support VI OPEN PAMEL V VI PURGE SHIP V VI CHAMGE FILTERS V VI REPRESSURIERS V TO Repair Station TO Hub TO COMSOLE (lajury) VI ACTIVATE V MAIN GEMERATORS OF V I Drop PLU III HORE VI II I II III V PICKUP E Suit V TO Hibernators TO Hub TO Locker V PICKUP B Suit V V TO Hub TO Hub V TO Repair Station I Drop B Suit III I Drop VLT III V PICKUP B Suit V V TO Hub TO Hub V TO Repair Station I Drop B Suit III I Drop VLT III V PICKUP ARIS V VI OPEN DAOR V TO Hub V TO Repair Station I Drop B Suit III I Drop VLT III V PICKUP ARIS V VI OPEN DOOR V TO DOOR (Out In Space V PICKUP ARIS V II I I I I I I I I I I I I I I I I			
To Fuel Cell BONE II II VI V III I Prepare PLATE V To Fuel Cell 'To Antenna 'To Fuel Cell 'To Cone 'To Fuel Cell 'To Fuel Cell 'To Cone 'To Fuel Cell	V Pickup MBG27 V	V I Install Board V	II I Pix Board V
TILLI WELD plate V  To Antenna  To Fuel Cell  To Fuel Cell	II I Remove Board V	V Pickup MBG11 V	V I Install Board V
To Fuel Cell  To Cone	* To Fuel Cell	HOME II II AI A	III I Prepare PLATB V
VI Open Door V I I Turn on PLU V	III I WELD plate V	* To Antenna	* To Fuel Cell
NORE III V ( TO Repair Station ) To Life Support  NORE III V ( TO Repair Station II Drop BDM III  TO Hub ( In Hub ( In Bub  V TO Blectronics Rm. V Pickup PLATE V TO Hub  TO Bridge VI READ MORE III I Prepare PLATE V  II I WELD PLATE V V TO Hub ) In Hub  V TO Repair Station TO Life Support  VI OPEN PAREL V VI PURGE SHIP V VI CHANGE FILTERS V  VI REPRESSURIZERS V ( TO Repair Station TO Hub  ) In Hub TO FOOD Locker V Pickup Food V  V Pickup Food V V TO Hub ( In Hub  ) TO CONSOLE (injury)  VI ACTIVATE V MAIH GEMERATORS OF V I Drop PLU III  HOME VI II I II III V Pickup R Suit V ( TO Repair Station  TO Hub TO Locker V Pickup B Suit V  V TO Hub ) IN Hub V TO Repair Station  HOME IV V TO Hub V TO Repair Station  HOME IV V TO Hub V Pickup R Suit V  V TO Repair Station II Drop Food III II Drop G Suit III  I Drop B Suit III I Drop VLT III V Pickup AR35 V  III I Put IN EDM V Pickup MMT V V Pickup EDM V  VIII Check Board V III I Fix Board V V Pickup EDM V  VI Open Door V TO Door CP V  V Pickup AR35 V IV I Install Board V To Fuel Cell  TO Fuel Cell TO Cone I Remove Suitur V  V TO Cone ( TO Entrance VI Open Door V V TO Repair Station  V Pickup Food V TO Life Support HOME VI II  V TO Cone ( TO Entrance VI Open Door V V TO Repair Station  V Pickup Food V TO Life Support HOME VI II  V Pickup Food V TO Life Support HOME VI II  V Pickup Food V TO Life Support HOME VI II  V Pickup Food V TO Life Support HOME VI II  I I I I I I I I I I I I I I I I	* To Fuel Cell	^ To Cone	< To Entrance
MOME III V	VI Open Door V	I I Turn on PLU V	> Go in Air Lock
TO Bub	VI Close Door V	v To Repair Station	> To Life Support
TO Blectronics Rm. V Pickup PLATE V TO Hub  To Bridge VI READ MORE III I Prepare PLATE V  II I WELD PLATE V TO Hub > In Hub  III WELD PLATE V TO Repair Station > To Life Support  VI OPEN PAREL V VI PURGE SHIP V VI CHANGE FILTERS V  VI REPRESSURIZERS V (TO Repair Station  To Hub  In Hub	HOME III V	< To Repair Station	II Drop BDM III
TO Bridge VI READ MORE III I Prepare PLATE V  II I WELD PLATE V V TO Bub	* to Hub	< In Hab	< In Bub
II I WELD PLATE V V TO Bub	v To Blectronics Rm.	V Pickap PLATE V	^ To Hub
> In Hub	^ To Bridge	AI KRYD HOKE	III I Prepare PLATE V
VI OPEN PAREL V VI REPRESSURIZERS V  VI REPRESSURIZERS V  V To Repair Station  To Hub  To Food Locker  V Pickup Food V  V To Hub  V To Repair Station  HOME IV V  V To Hub  V To Repair Station  HOME IV V  V To Repair Station  II Drop Food III  I Drop G Suit III  I Drop B Suit III  I Drop WLT III  V Pickup AB35 V  III I Put In EDM V  V Pickup MMT V  V Pickup CCP V  V Pickup LUB99 V  I I Put On SUIT V  V To Air Lock  VI Open Door V  To Antenna  IV I Libricate V  II I Remove Board V  V Pickup AB35 V  IV I Install Board V  To Fuel Cell  To Fuel Cell  To Food Cone  V To Repair Station  II Remove  Heteorites  V To Cone  V To Cone  V To Repair Station  V Pickup Food V  V To Life Support  HOMB III  I II IV III  V Pickup Food V  V To Repair Station  V Pickup R Suit V  V To Repair Station  I II IV III  V Pickup R Suit V  V To Repair Station  III IV III  V Pickup R Suit V  V To Repair Station  III IV III  V Pickup R Suit V	II I WELD PLATE V	v to Nub	> In Hub
VI REPRESSURIZERS V ( To Repair Station	> In Hub	v To Repair station	> To Life Support
In Hab	AI OBEM BYREF A	VI PURGE SHIP V	VI CHANGE PILTERS V
V Pickup Food V V To Hub	VI REPRESSURIZERS V	< To Repair Station	^ To Hub
( In. Hab	) In Hab	* To Food Locker	V Pickup Food V
TO COMSOLE (injury)  VI ACTIVATE V HAIH GENERATORS OF V I Drop PLU III  HOME VI II I II III V Pickup R Suit V < To Hibernators  V To Locker V Pickup G Suit V	V Pickup Pood V	v To Hab	( In Hub
WI ACTIVATE V MAIN GENERATORS OF V I Drop PLU III  HOME VI II I II III V Pickup R Suit V	< In. Hub	v To Hibernators	> No Light
MOME VI II I II III V Pickup R Suit V  To Hibernators  V To Locker V Pickup G Suit V  To Hibernators  To Hub	> To CONSOLE (injury)		
V To Locker  V Pickup G Suit V To Hibernators  To Hub	VI ACTIVATE V	MAIN CENERATORS OF V	I Drop PLU III
To Hub  To Locker  V Pickup B Suit V V To Hub  NIN Hub  V To Repair Station HOME IV V  To Life Support HOME III V  To Repair Station II Drop Pood III II Drop G Suit III I Drop B Suit III I Drop WLT III V Pickup AB35 V  III I Put In BDM V  V Pickup MMT V  V Pickup EDM V  III I Check Board V  III I Fix Board V  V Pickup CCP V  V Pickup LUB99 V  I I Put On SUIT V	MONE VI II I II III	V Pickup & Suit V	4 To Hibernators
W To Hub   In Hub   For Repair Station   HOME IV V   To Life Support   HOME III V   To Repair Station   II Drop Food III   II Drop G Suit III   I Drop B Suit III   I Drop WLT III   V Pickup AB35 V   III I Check Board V   III I Fix Board V   V Pickup CCP V   V Pickup LUB99 V   I I Put On SUIT V   To Air Lock   VI Open Door V   To Door   Out In Space   IV I Libricate V   II I Remove Board V   V Pickup AB35 V   IV I Install Board V   To Fuel Cell   To Cone   I I Remove Hetcorites   II I Remove Sulfur V   V To Cone   II Polish Contacts V   V To Cone   To Entrance   VI Open Door V   To Repair Station   V Pickup Food V   To Repair Station   III IV III   III IV III   III IV III   V Pickup R Suit V   To Repair Station   III Drop CCP III	v To Locker	V Pickap G Sait V	* To Hibernators
HOME IV V > To Life Support HOME III V  ( To Repair Station II Drop Food III II Drop G Suit III I Drop B Suit III I Put In BDM V V Pickup MMT V V Pickup EDM V  III I Check Board V III I Fix Board V V Pickup CCP V  V Pickup LUB99 V I I Put On SUIT V < To Air Lock  VI Open Door V	^ To Hub	* To Locker	V Pickup B Sait V
( To Repair Station II Drop Food III II Drop G Suit III I Drop B Suit III I Drop WLT III V Pickup AB35 V III I Put In BDM V V Pickup MMT V V Pickup EDM V III I Check Board V III I Fix Board V V Pickup CCP V V Pickup LUB99 V I I Put On SUIT V ( To Air Lock VI Open Door V	v To Hub	) In Hab	v To Repair Station
I Drop B Suit III I Drop WLT III V Pickup AB35 V III I Put In BDM V V Pickup MMT V V Pickup EDM V III I Check Board V III I Fix Board V V Pickup CCP V V Pickup LUB99 V I I Put On SUIT V ( To Air Lock VI Open Door V	HOMB IA A	> To Life Support	HOMB III A
III I Put In BDM V V Pickup MMT V V Pickup BDM V  III I Check Board v III I Fix Board V V Pickup CCP V  V Pickup LUB99 V I I Put On SUIT V < To Air Lock  VI Open Door V	< To Repair Station	II Drop Food III	II Drop G Suit III
III I Check Board v III I Fix Board V V Pickup CCP V V Pickup LUB99 V I I Put On SUIT V < To Air Lock VI Open Door V	I Drop B Suit III	I Drop WLT III	V Pickup AB35 V
V Pickup LUB99 V I I Put On SUIT V ( To Air Lock VI Open Door V	III I Put In BDM V	V Pickup NMT V	V Pickup BDH V
VI Open Door V	III I Check Board v	III I Fix Board V	V Pickup CCP V
> To Antenna IV I Libricate V II I Remove Board V V Pickup AB35 V IV I Install Board V ^ To Fuel Cell ^ To Fuel Cell ^ To Cone I I Remove Meteorites > To Sensors II I Remove I I Polish Contacts V V To Cone < To Entrance VI Open Door V > In Air Lock VI Close Door V v To Repair Station V Pickup Food V > To Life Support HOMB VI II I II IV III V Pickup R Suit V < To Repair Station III Drop CCP III	V Pickup LUB99 V	I I Put On SUIT V	( To Air Lock
V Pickup AB35 V IV I Install Board V ^ To Fuel Cell  To Fuel Cell	VI Open Door V	* To Door	< Out In Space
"To Fuel Cell To Cone I I Remove Heteorites  > To Sensors II I Remove I I Polish Contacts V  v To Cone	> To Antenna	IV I Libricate V	II I Remove Board V
Heteorites  > To Sensors  II I Remove I I Polish Contacts V  v To Cone   To Entrance  VI Open Door V  > In Air Lock  VI Close Door V   v To Repair Station  V Pickup Food V   To Life Support HOMB VI II III IV III  V Pickup R Suit V   To Repair Station III Drop CCP III	V Pickup AB35 V	IV I Install Board V	^ To Fuel Cell
Sulfur V Contacts V  V To Cone   To Entrance  VI Open Door V  In Air Lock  VI Close Door V   V To Repair Station  V Pickup Food V   To Life Support  HOME VI II  I II IV III  V Pickup R Suit V   To Repair Station  III Drop CCP III	" To Puel Cell	^ To Cone	I I Remove Meteorites
> In Air Lock VI Close Door V v To Repair Station V Pickup Food V > To Life Support HOMB VI II I II IV III V Pickup R Suit V < To Repair Station III Drop CCP III	> To Sensors	II I Remove Sulfur V	
V Pickup Food V > To Life Support HOME VI II I II IV III V Pickup R Suit V < To Repair Station III Drop CCP III	v To Cone	< To Entrance	VI Open Door V
V Pickup R Sult V < To Repair Station III Drop CCP III	> In Air Lock	VI Close Door V	v To Repair Station
	V Pickup Food V	> To Life Support	

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	NEWSLI	ETTER!
I Drop MMT III	V Pickup G Suit V V Pickup B Suit V	III I Install Board V II I Put in BDM V I I Check Board V
^ To Hub	> In Hub II I Put on Suit V	I I Fix Board V I I Remove Board V V Pickup SM429 V
* To Pood Locker	V Pickup Food V V Pickup Food V	II I Install Board V VI RETURN Reconnect VI Turn HAL On V SENSORIHOTOR MODULE V
v To Heb	( In Mub ( In Hub	v To Hub > In Hub ^ To Bridge
( In Hub	^ To Bridge III Drop B Suit III	NOME II III V Pickup G Suit V V Pickup B Suit V
III Drop Food III	II Drop G Smit III v To Hab	v To Hub > In Hub > In Hub
( In Mub	* To HAL'S Rm. VI Open Panel V	> In Hub
VI Reconnect All	VI Turn HAL On V V To Hub	V Pickup Food V v To Hub < In Hub
> In Hub	v To BLECTRONICS RM. HOME VI II I II III	v To Repair Station > To Life Support HOME III V
		C To Repair Station ^ To Hub < In Hub
	all boards and note each bad one by the sound	v To Hibernator > To COMSOLE Rm. VI COMMUNICATE
of each test. VI TEST Ship'S RYPOTHALANUS V	VI TEST HAL'S VI TEST PROBTAL BYPOTHALANUS V MODULE V	ALIGN ANTENNA V VI Communicate Receive LAST MESSAGE V
WI TEST LIMBIC HODULES W	VI TEST CEREBELLAR VI TEST SEESORIHOTOR HODULES V HODULES V	
	s bad will change positions with mistakes, and	
the sequence that they	show bad, so the repair boards may have to be shown on this print out, you can change	PLOT MAVIGATION V < To Hibernator HOME II I II III
accordinly. There shows thange.	ld be two (2) boards bad for each sequence	^ To Hub
* To Hub	* To Bridge V Pickup Food V	VI ACTIVATE V PIRE MAIN ENGINES V
* To Locker	HOMB AI II I II III	VI ACIITAIS V FIRS HAIS SHUISSS V
V Pickup PR877 V	V Pickup FR440 V V Pickup FR209 V	CONGRATULATIONS
IV I Put In BON V	V RETURN Pickup V RETURN Pickup	
w Da Dridas	\$M924 V \$M501 V To Hub < In Hub	If you have the game on data pack, you have just seen the best
v To Bridge ^ To HAL'S RM.		graphics of the whole game, if not sorry you have missed it.
> In Hub	* To Bridge * To Locker	LOURING TH AND INCIDE US AND CRID
V RETURN Pickup		LOOKING AT THE INSIDE OF THE SHIP OVER BEFORE MAKING THE
SH429 V	v To Bridge HOMB II I II III	HOVES FOR THE GAME 2010
v To Hub	In Heb	To read the moves, read left to right.
VI Turn HAL Off V	VI RETURN Disconnect FRONTAL MODULE V	VI Open Door V II I PLU On V > Go in Airlock
I I Check Board V	I I Remove Board V III I Put in BDM V	VI Close Door V v To Repair Station RETURN II VI Generator Beeds Repairs
V Pickup FR877 V	V I Install Board V I I Check Board V	> To Life Support v To Water recycler ^ To Repair Station
I I Fix Board V	I I Remove Board V V Pickup Board V	Change Filters&Air Needs Repairs
V I Install Board V	II I Put in BDM V 1 I Check Board V	^ To Hub
I I Fix Board V	I I Remove Board V V Put in PR209 V	> To Pod Bay > Pod Garage v To Pod Bay
V Pickup SM501 V	IV I Install Board V VI RETURN Reconnect PRONTAL MODULES V	Empty
VI RETURN Disconnect SENSORIMOTOR MODULE V	HOME II III II Put in BDM V	C Pod Garage
I I Check Board V	I I Pix Board V I I Remove Board V	> In Hub ^ To Food Locker v To Hub
V Pickup SN924 V	IV I Install Board V III I Put in EDM V	v To Parts Locker ^ To Hub < In Hub
I I Check Board V	I I Remove Board V V Pickup SM501 V	( In Hub

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## NEWSLETTER!

v To Hibernater Cannot Repair v To Suit Lockers

^ To Mibernators

< To Galley

< To Lounge

< To Main Console

< To Hibernator

\* To Hub

< In Hub

\* To Bridge

\* To Parts Locker v To Bridge

Needs Répair

v to Hub

v To Blectronics Rm ^ To Hub

( In Hub

" HAL'S ROOM

v to Hab

Repair Blectronics

> In Hub

> In Hub

> In Hab

v To The Repair Station

In the areas noted and other areas not noted, use the return button, to see, the area, parts available, or tools, that might be in this spot.

You have now been around the inside of the ship and should now have all your notes made, and be ready to start to solve the problems presented to repair the ship for blast off.

## LOOKING THE SHIP OVER BEFORE MAKING THE MOVES FOR THE GAME 2010

To read the moves, read left to right.

VI Read

VI Read

Use This Point To ... (Save-Restore-Etc.)

V Power On

IV Open Hatch

VI Leave Pod

> In Space

< At Antenna

v At Fuel Cell

v At Main Generator v At Reactor

v At Bxhaust Cones OK ^ At Reactor OK

^ At Main Gen. Needs Repair

^ At Fuel Cell

^ At ANTENNA -

^ At Fuel Cell

MEEDS REPAIR

NEEDS REPAIR

OK

^ At Fuel Cell

^ At Cone--REMOVE Meteorites > At Sensor--NEEDS Clean--Polish

At Podbay Dr A ( At Podbay Dr B

At Dodhaw Dr C

OK OK

At Podbay Dr C OK

Pod Bay Doors ABC, ---

Appear To Have No Damage, But You Cannot Open From Outside, Without HAL.

You have now looked at all of the ship, and should have made your maps and notes as to what is where so that you can move around and repair the outside of the ship. Now check the inside of the ship, so that you will know your way on the inside.

> To AIR LOCK DOOR

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