MODIFIED SOLUTION BY
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This is but one of many possible sets of moves for the Game 2010 TEXT. 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--ONLY-- 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 EARTH. 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
) In Space	< At Antenna	^ At Fuel Cell
^ At Fuel Cell	^ At Cone	< At Entrance
VI Open Door V	II I Turn PLU On V	) In Air Lock
VI Close Door V	v In Repair Station	I I Dump NTB V
I Drop NTB III	^ To Hub	) In Hub
v To Parts Locker	V Pickup AE35 V	V Pickup LUB99 V
V Pickup MEG27 V	V Pickup MEG11 V	^ To Hub
< In Hub	v To Repair Station	II Drop AE35 III
II Drop LUB99 III	V Pickup EDM V	II I Put in EDM V
III I Fix Board V	V Pickup Plate V	V Pickup VLT V
< To Air Lock Rm.	VI Open Door V	^ To Door
I I Turn PLU Off V	< In Space	) To Antenna
v To Fuel Cell	v To Generator Dome	v To Reactor
^ To Main Generators	III I Remove Board V	II I Put in EDM V

V Pickup MEG27 V	V I Install Board V	II I Fix Board V
II I Remove Board V	V Pickup MEG11 V	V I Install Board V
^ To Fuel Cell	HOME II II VI V	III I Prepare PLATE V
III I WELD plate V	^ To Antenna	^ To Fuel Cell
^ To Fuel Cell	^ To Cone	< To Entrance
VI Open Door V	I I Turn on PLU V	) Go in Air Lock
VI Close Door V	v To Repair Station	) To Life Support
HOME III V	< To Repair Station	II Drop EDM III
^ To Hub	< In Hub	< In Hub
v To Electronics 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
) In Hub	v To Repair station	) To Life Support
VI OPEN PANEL 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
< In Hub	v To Hibernators	) No Light
) To CONSOLE (injury)		
VI ACTIVATE V	MAIN GENERATORS ON 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	^ To Hibernators
^ To Hub	^ To Locker	V Pickup B Suit V
v To Hub	) In Hub	v To 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 VLT III	V Pickup AE35 V
III I Put In EDM 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 Door	< Out In Space
) To Antenna	IV I Lubricate V	II I Remove Board V
V Pickup AE35 V	IV I Install Board V	^ To Fuel Cell
^ To Fuel Cell	^ To Cone	I I Remove Meteorites
) To Sensors	II I Remove Sulfur V	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	HOME VI II I II IV III
V Pickup R Suit V	< To Repair Station	III Drop CCP III

I Drop MMT III	V Pickup G Suit V	V Pickup B Suit V
^ To Hub	> In Hub	II I Put on Suit V
^ To Food Locker	V Pickup Food V	V Pickup Food V
v To Hub	< In Hub	< In Hub
< In Hub	^ To Bridge	III Drop B Suit III
III Drop Food III	II Drop G Suit III	v To Hub
< In Hub	^ To HAL'S Rm.	VI Open Panel V
VI Reconnect All MODULES V	VI Turn HAL On V	v To Hub
> In Hub	v To ELECTRONICS RM.	HOME VI II I II III

You will now TEST all boards and note each bad one by the sound of each test.

VI TEST Ship's HYPOTHALAMUS V	VI TEST HAL'S HYPOTHALAMUS V	VI TEST FRONTAL MODULE V
VI TEST LIMBIC MODULES V	VI TEST CEREBELLAR MODULES V	VI TEST SENSORIMOTOR MODULES V

Which board unit that is bad will change positions with mistakes, and the sequence that they show bad, so the repair boards may have to be different then the ones shown on this print out, you can change accordinly. There should be two (2) boards bad for each sequence change.

^ To Hub	^ To Bridge	V Pickup Food V
^ To Locker	HOME VI II I II III	
V Pickup FR877 V	V Pickup FR440 V	V Pickup FR209 V
IV I Put In EDM V	V RETURN Pickup SM924 V	V RETURN Pickup SM501
v To Bridge	v To Hub	< In Hub
^ To HAL'S RM.	V I Drop SM501 III	v To Hub
> In Hub	^ To Bridge	^ To Locker
V RETURN Pickup SM429 V	v To Bridge	HOME II I II III
v To Hub	< In Hub	^ To HAL'S RM.
VI Turn HAL Off V	VI RETURN Disconnect FRONTAL MODULE V	
I I Check Board V	I I Remove Board V	III I Put in EDM V
V Pickup FR877 V	V I Install Board V	I I Check Board V
I I Fix Board V	I I Remove Board V	V Pickup Board V
V I Install Board V	II I Put in EDM V	I I Check Board V
I I Fix Board V	I I Remove Board V	V Put in FR209 V
V Pickup SM501 V	IV I Install Board V	VI RETURN Reconnect FRONTAL MODULES V
VI RETURN Disconnect SENSORIMOTOR MODULE V	HOME II III	II I Put in EDM V
I I Check Board V	I I Fix Board V	I I Remove Board V
V Pickup SM924 V	IV I Install Board V	III I Put in EDM V
I I Check Board V	I I Remove Board V	V Pickup SM501 V

III I Install Board V	II I Put in EDM V	I I Check Board V
I I Fix Board V	I I Remove Board V	V Pickup SM429 V
II I Install Board V	VI RETURN Reconnect SENSORIMOTOR MODULE V	VI Turn HAL On V
v To Hub	> In Hub	^ To Bridge
HOME II III	V Pickup G Suit V	V Pickup B Suit V
v To Hub	> In Hub	> In Hub
> In Hub	^ To Food Locker	V Pickup Food V
V Pickup Food V	v To Hub	< In Hub
V To Repair Station	> To Life Support	HOME III V
< To Repair Station	^ To Hub	< In Hub
v To Hibernator	> To CONSOLE Rm.	VI COMMUNICATE W/ EARTH V
ALIGN ANTENNA V	VI Communicate w/ EARTH	Receive LAST MESSAGE V
VI READ MORE	VI Communicate w/ EARTH	Request NAVIGATIONAL PLOT V
VI COMMAND HAL V	Display SHIP VI	VI COMMAND HAL V
PLOT NAVIGATION V	< To Hibernator	HOME II I II III
^ To Hub	< In Hub	^ To Bridge
VI ACTIVATE V	FIRE MAIN ENGINES V	

CONGRATULATIONS

If you have the game on data pack, you have just seen the best graphics of the whole game, if not sorry you have missed it.

LOOKING AT THE INSIDE OF THE SHIP OVER BEFORE MAKING THE MOVES FOR THE GAME 2010

To read the moves, read left to right.

VI Open Door V	II I PLU On V	> Go in Airlock
VI Close Door V	v To Repair Station RETURN II VI Generator Needs Repairs	
> To Life Support Change Filters&Air	v To Water recycler Needs Repairs	^ To Repair Station
^ To Hub Service Carosel	^ Pod Bay & Parts Spare Hatch	^ Pod Garage Charger Cable
> To Pod Bay	> Pod Garage Empty	v To Pod Bay
< Pod Garage NINA needs repair GR77 Grinder	v To Pod Bay	v To Hub
> In Hub	^ To Food Locker	v To Hub
v To Parts Locker	^ To Hub	< In Hub
< In Hub	^ To Suit Locker	v To Hub

v To Hibernater Cannot Repair	v To Suit Lockers	^ To Hibernators
< To Galley	< To Lounge	< To Main Console
< To Hibernator	^ To Hub	< In Hub
^ To Bridge Needs Repair	^ To Parts Locker	v To Bridge
v To Hub	v To Electronics Rm	^ To Hub
< In Hub	^ HAL'S ROOM Repair Electronics	v To Hub
> In Hub	> In Hub	> In Hub

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 Exhaust Cones OK	^ At Reactor OK	^ At Main Gen. Needs Repair
^ At Fuel Cell NEEDS REPAIR	^ At ANTENNA - NEEDS REPAIR	^ At Fuel Cell OK
^ At Fuel Cell OK	^ At Cone--REMOVE Meteorites	> At Sensor--NEEDS Clean--Polish
^ At Podbay Dr A OK	< At Podbay Dr B OK	< At Podbay Dr C OK

 Pod Bay Doors ABC,---

Appear To Have No Damage, But You Cannot Open From Out-
side, 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