

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

TIERRALUNA



COLECO

TIERRALUNA

*A lost ship. A mysterious moon.
And one objective: survive to make it home.*

Prologue

The year 2414. Humanity has pushed its frontiers beyond the belt of Orion. The old mining colonies of the Lunar Confederation were left behind, abandoned when quantum-jump engines made slow travel between systems obsolete. But not every mission was able to return...

The Aurora-IV, an exploration freighter dedicated to harvesting HY energy crystals, was declared lost over a decade ago on the outer routes. Its final transmission reported severe damage from an asteroid impact and a power loss in the main reactor. Then... silence.

Chapter I – The Trial of Fire

You are the Commander of the Aurora-IV. You have just woken from hypersleep after a critical failure of the automated systems. The ship is being dragged in by the gravity of an unknown moon, surrounded by a belt of incandescent asteroids. To survive, you must pilot it manually until you can force a landing on the surface.



How to play this level: Dodge the asteroids until you can pull off an emergency moon landing. To do that, keep yourself safe by maneuvering the ship.

The **LEFT BUTTON** fires the **LASER**, which will overheat if used too often. Just wait a few seconds and it cools down on its own and is ready again.

The **RIGHT BUTTON** launches **Flash Bombs**, which wipe every asteroid off the screen instantly – for extreme cases of imminent collision. Use sparingly, supply is limited.

Lives and bombs by selected difficulty level:

| Difficulty Level | Lives | Flash Bombs |
|------------------|-------|-------------|
| 1 | 6 | 4 |
| 2 | 4 | 3 |
| 3 | 3 | 2 |
| 4 | 2 | 2 |

Chapter II – The Dead Surface

The landing leaves the Aurora-IV on the brink of energy collapse. The sensors pick up traces of HY crystals beneath the moon's surface: the only source able to restart the fusion reactor. You head down armed with a sonic-detonator launcher to fracture the rock and free the gems. But you soon discover the moon is inhabited. Creatures that were already mining the mineral rise from the craters; every detonation shifts the terrain... and wakes more of them.



How to play this level: Once on the surface, you have two clear objectives: survive the aliens and mine HY crystals to restart the ship's reactor. Move around the screen with the joystick, fire your weapon with the **LEFT BUTTON** to keep the aliens at bay. With the **RIGHT BUTTON** you plant a **DETONATOR**, which after a few seconds will explode and may release anywhere from zero to three HY crystals. Mine the crystals and escape as fast as you can!

| Difficulty Level | Lives | Crystals Required |
|------------------|-------|-------------------|
| 1 | 5 | 20 |
| 2 | 4 | 24 |
| 3 | 3 | 28 |
| 4 | 2 | 32 |

| | |
|------------|---|
| Alien |  |
| Detonator |  |
| HY Crystal |  |

Chapter III – The Awakening of the Aurora

With the HY crystals assembled, the ship breathes again. The systems come back to life, and the fusion reactor rumbles like a heart. But something on the surface is changing: the energy spreads beneath the ground, lighting up the moon from within. It wasn't just a mineral deposit... it was a sleeping organism. Now, Tierraluna awakens.

You must engage the launch system and escape before the moon collapses in on itself!



How to play this level: Take-off is fast and everything plays out very intensely. The ship rises but control is manual; you have to keep your **BALANCE** until you break out into open space. You'll see a leveling panel on screen — try not to let the "X" touch the edges, because every time it does you lose "**INTEGRITY**" (lives) until the launch finally fails when it reaches zero.

To do this, push the joystick left or right as needed, or use the gray buttons on either side. The key is to keep the X away from the edges.



NIVELACION : --X-----

The **REACTOR** will also **OVERHEAT** at times. Fix this by switching on the cooling system with the **1** (ONE) key on the joystick's keypad.

Another problem you may run into is the **CABIN AIR** becoming **TOXIC**. When this happens, the number two on the screen turns red. To fix it, activate the cabin ventilation by pressing the **2** (TWO) key on the joystick's keypad.

You'll complete the level (and the game!) when the **PROGRESS** counter reaches 100%.

LEVEL 3 CONTROLS SUMMARY

| | |
|-----------|--|
| INTEGRITY | Your "lives" – when it reaches zero, the game is over. |
| REACTOR | Stable = OK Overheated = press " 1 ". |
| CABIN AIR | Safe = OK Toxic = press " 2 ". |
| PROGRESS | Level completion percentage; at 100% the level and the game are complete. |
| LEVELING | The ship's directional control. Constantly prevent it from touching the edges by using the joystick left and right to keep the "x" centered. |

Epilogue

Tierraluna is a dream come true. In 1986 I was five years old, and that's when I saw a video game for the first time. It was "Cosmic Avenger" on a PAL ColecoVision from Kenia-fueguina, hooked up to a 20" wood-cabinet TV.

I remember the excitement of the time we spent next to the Coleco, and how we kept looking for "something more" in the games. In "Venture" we imagined the rest of it: who the main character was, why he was finding treasures, we imagined that something happened after you completed all the dungeons (which never did, since the game is an endless loop). What's there and what's left to the imagination end up forming a wonderful whole.

Forty years later I'm lucky enough to keep that passion intact, having spent a whole life alongside programming and video games, and to contribute to the retro scene not only by restoring and repairing consoles so they can keep delivering magic, but by adding an original new game for ColecoVision, 100% in Spanish and produced in Argentina.

Tierraluna lays out a story in three acts that doesn't end where the game does – on the contrary, it opens doors and invites you to imagine the rest. There are no points to add up; the game is a tale you can travel through if you've got joystick skill and tenacity. Try as many times as it takes to find out how the story ends (or how it begins?). I hope you like it and that it becomes a favorite item in your collections – that will be the greatest reward for me.

I dedicate this game to my family, who joined and supported me through every stage of building a game from scratch and producing the entire physical edition; it's a work in which I will always be present.

I also dedicate it to all the friends and collectors who share this hobby and trust their equipment with me for maintenance or repair; your enthusiasm makes me trade hours of sleep for this game – this one's for you.

Diego “Doctor Coleco” Accorinti

@doctorcoleco

First edition – April 2026

Game: Tierraluna

Platform: ColecoVision

ROM size: 32.8 kB

Language: ESP / ENG

Release: 2026

Developer: Diego Accorinti (doctorcoleco)

Engine: CVBasic (nanochess)



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