



IBM PC\*

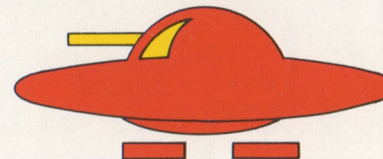
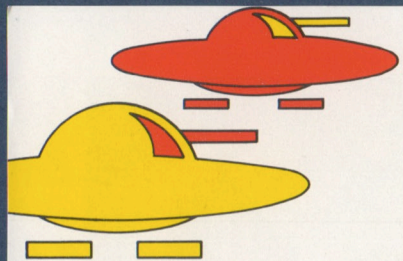
# MOON PATROL\*

FROM

**ATARISOFT™**

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# PROTECT THE MOON



## STARTING THE PATROL

Insert the MOON PATROL diskette into the disk drive and boot your IBM-PC as explained in your computer owners guide. Plug a joystick into the controller jack. To go immediately to game play, press F1.

If you wish to set options, press the F2 key to bring up the Option Screen. Press F5 to select the difficulty level. Each level can be played by one or two players. Press F3 to select a two-player game, and press F3 again to return to a one-player game. You can play from either the keyboard, or the joystick. Select your option by using F7. Use F8 to select which type of monitor you have. F9 or F10 will center the screen. Press S to switch the sound effects on or off, and press X to calibrate your joystick. To change the keys used for game control, press C. Once you have chosen the options you desire, press F1 to initiate play.

## KEYBOARD CONTROLS

Arrow keys\* ..... Left/right  
Space bar\* ..... Fire missiles  
P or CTRL-NUM LOCK ..... Pause  
(Any key will restart game.)  
F1 ..... Start game over  
F2 ..... Return to option screen  
CTRL-ALT-DEL ..... Re-boot game

\*These keys can be changed by selecting the C option from the Option Screen.

## JOYSTICK CONTROLS

Use your joystick to guide the Moon Buggy over the moon's terrain. Move to the right to make the buggy run faster or left to slow it. Move the joy stick up to jump objects and press the joystick button to fire.

## PATROL MISSION

When you signed up with the Luna City Police Department, who would have thought that you'd be assigned to Sector Nine? (It's home to the toughest thugs in the galaxy!) Sure, you've got the finest car on the force, complete with anti-gravity jump buttons and laser bullets,

but in the rough terrain of Sector Nine, you need more than fancy equipment to survive. Just hopping over huge craters and moon rocks is bad enough without having to deal with hostile UFO's and enemy land mines and tanks. Getting through your patrol in one piece is almost impossible.

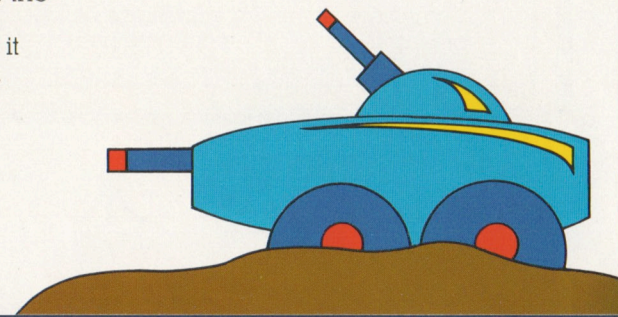
## PATROL DETAILS

Your beat is divided into two courses. BEGINNER (for rookies) and CHAMPION (for experienced cops). Each course is divided into 26 segments, marked by points A-Z. A gauge should be near the top of the screen indicating your location. The gauge is divided into five sections: A-E, E-J, J-O, O-T, and T-Z. At the end of each section, you're awarded bonus points based on your travel time. The faster you complete a section, the more points you'll score.

As you travel your beat, the number of obstacles you encounter increases, and it becomes harder to avoid enemy attacks.

## HINTS FOR ROOKIES

- ...Play the BEGINNER game variation first, to learn how to control your patrol car.
- ...You'll jump farther when your patrol car is moving fast; be sure you're driving fast enough to jump over an obstacle.
- ...Your laser bullets are only effective a short distance in front of you. Don't fire too early or you might miss your target.
- ...Some UFOs drop missiles that form new craters. Learn to recognize these UFOs and eliminate them quickly.
- ...When an enemy car or missile appears from behind, jump over it, then blast it when it's in front of you.



# SCORING



Crater  
Jumping — 50, 100



Small Rock  
Jumping — 50  
Destroying — 100



Large Rock  
Jumping — 100  
Destroying — 100



Mine  
Jumping — 50



Tank  
Jumping — 100  
Destroying — 200



UFO I, II OR III  
Destroying — 100, 200



Enemy Car  
Destroying — 500, 800, 1000

- ★ Completely destroying a formation of three UFOs — 500 points; four UFOs — 800 points, and five UFOs — 1,000 points.
- ★ Completion of each section of 5 markers is worth 1000 points, 2000 on Champion course.
- ★ Completion of the entire first course is worth 5000 points. This starts the buggy on the Second (Championship) course.
- ★ Completion of the Championship Course is worth 10,000 points.
- ★ After completion, 100 points are gained for each second under the average time.

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