MoonPatrol

An Action Packed Lunar Adventure

WWW.ATARIMANIA.COM

Let's Be Careful Out There!

When you signed up with the Luna City Police Department, who would have thought that you'd be assigned to Sector Nine—home of the toughest thugs in the galaxy? Sure, you've got the finest patrol 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 hard enough, without having to deal with hostile UFOs and enemy land-mines and tanks. Getting through your patrol in one piece is almost impossible! ◆

Starting the Patrol

Insert the MOON PATROL cartridge in your ATARI® computer as explained in your owner's guide, and turn on your computer.

Plug one joystick controller into jack 1 for one-player games; plug a second controller into jack 2 for two-player games.

Press **OPTION** to choose the BEGINNING or CHAMPIONSHIP course and **SELECT** to choose a one- or two-player game.

Press **START** to begin your patrol.

Press the space bar once to pause during a game. Press it again to resume play.

Press **RESET** to return to the game option screen.

When a game is over, or when you press **RESET,** you have the option of continuing to play on the same section of your beat. When the word CONTINUE appears on the screen, press 2 to begin the game on the section where you last appeared. Or press **START** to begin your

next patrol at the beginning of the course.

Patrol Car Controls

Push the joystick forward to make your patrol car jump. Move your joystick right to increase the speed of your patrol car and left to slow it down. Press the red button to shoot at enemies or obstacles.

Patrol Details

Your beat is divided into two courses: BEGINNING (for rookies) and CHAMPIONSHIP (for experienced cops). Each course is divided into 26 segments, marked by points A—Z. A gauge at the top of the screen indicates your location. The gauge is divided into five sections: A—E, F—J, K—O, P—T, and U—Z. At the end of each section, you may be 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 en-

counter increases, and it becomes harder to avoid enemy attacks. You start the game with four patrol cars, and earn a bonus patrol car at 10,000, 30,000, and 50,000 points.

Hints For Rookie Drivers

◆ Play the BEGINNING 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.
◆ Try taking one long jump over two closely positioned obstacles.
◆ 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 appears from behind, jump over it as it passes by you, then blast it when it's in front of you.

SCORING

OBSTACLE	JUMPING		SHOOTING
Crater	50		—
Land Mine	50		—
Large Rock	100		50
Jagged Rock	50		50
Rolling Rock	50		50
Tank	100		100
UFO	—		100
Enemy Missile	—		500

BONUS POINTS

	Points
Completing a section under the average travel time	100 per second
Completing a section	1000
Completing the last section of the course	5000

Note: Bonus points are awarded only if your travel time is less than the average time. Travel time and average time are displayed on the screen after finishing each section.