COMMODORE† 64

MOON PATROL*

FROM

ATARISOFT™

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PROTECT T

STARTING THE PATROL

Insert the MOON PATROL cartridge into your Commodore 64 Home Computer as explained in your computer owner's guide, and turn on your computer. Plug a joystick into the controller jack. To go immediately to game play, press the F1 key.

Press the F5 key to select the difficulty level. Each level can be played by one or two players. Press F3 to select a two-player game. Press F3 again to return to a one-player game.

Once you have chosen the options you desire, press the F1 key to initiate play. Be careful not to press any other keys on the keyboard once the game has begun or game play will be affected.

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.

THE MOON

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 at the bottom of the screen indicates 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.

☐ 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 or missile appears from behind, jump over it, then blast it when it's in front of you.

SCORING

Crater
Jumping — 100

Stationary Rock
Jumping — 50
Destroying — 100

Rolling Rock
Jumping — 100
Destroying — 50

Space Plant
Jumping — 100
Destroying — 500

Mine
Jumping — 50

Tank
Jumping — 100
Destroying — 200

Flying Objects
Destroying — 100

Enemy Car
Jumping — 0
Destroying — 800

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