

MOON PATROL

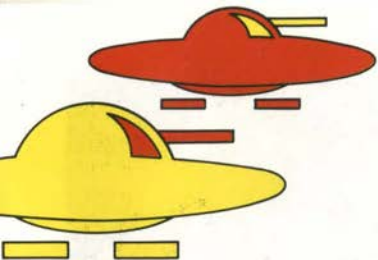
FROM

ATARI**SOFT**TM



APPLE II^{*}

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PROTECT T

STARTING THE PATROL

Insert the MOON PATROL diskette into the disk drive and boot your APPLE computer as explained in your computer owner's guide. If you are using joystick control for the game, plug your joystick into the controller jack.

Press the Space Bar or the joystick button to display the Option Screen. Once at the Option Screen, you may press K to select keyboard control, or J to select Joystick Control. Press 1 or 2 to select a one or two player game, L to select the desired difficulty level, and S to switch the sound effects on or off. From the Options Screen, press the Space Bar to begin game play.

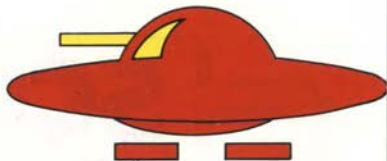
PATROL MISSION

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.

KEYBOARD CONTROLS

Use your ← and → keys to move your ship left and right across the screen. Press A to jump and SPACE BAR to fire your accurate missile. The ESC key will allow you to pause and/or resume play when used. Control Q to quit the game and restart. Control O to quit the game the go to the Options Screen.

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 — 50, 100



Small Rock

Jumping — 50
Destroying — 100



Large Rock

Jumping — 100
Destroying — 100



Moon Plant

Jumping — 100
Destroying — 500



Mine

Jumping — 50



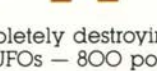
Tank

Jumping — 100
Destroying — 200



UFO I II or III

Destroying — 100, 200



Enemy Car

Destroying — 800

- ★ 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.
- ★ 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.