

Play the
Original Arcade
Classic in Your
Own Home

APPLE II



MOON PATROL

FROM

ATARI**SOFT**TM

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tured under license from
Williams Electronics, 1982.

MOON PATROL*

The world's most popular video games can be yours to play at home, now that Atari makes them for the Apple II. And the possibilities don't stop there. More compatible software will be available soon from ATARISOFT, including educational, management and productivity programs.



Atari currently offers the following games on Apple II computers: Joust, Jungle Hunt, Moon Patrol, Pole Position, Ms. PAC-MAN, Battlezone, and Galaxian. And there's much more to come!

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Atari, Inc.
P.O. Box 61657
Sunnyvale, CA
94086

Applications being accepted for replacement gunners in high-risk job. Hostile environment Road conditions nonexistent due to meteor and crater hazards. Small native population of killer plants also reported. Quick reflexes, marksmanship and driving skill a must. Bonuses for UFOs and enemy tanks. Recognition for valor. Volunteers only.

Requires: Apple II, II+ or IIfx computer (with 48K RAM), a disk drive and a disk controller (with DOS 3.3). Joysticks are optional.

MOON PATROL*

ATARITM
SOFT
APPLE II[†]

DX5518

SCORING



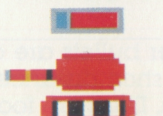
Crater
Jumping — 50, 100



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.

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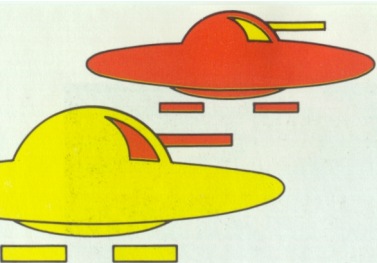
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MOON PATROL

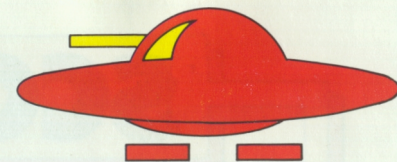
FROM
ATARISOFT™

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PROTECT THE MOON



STARTING THE PATROL

Insert the MOON PATROL diskette into the disk drive and boot your 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.

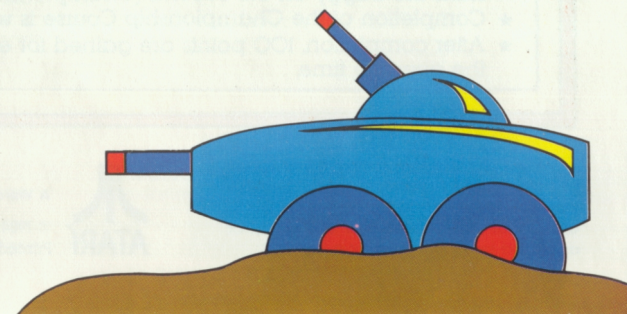
PATROL DETAILS

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.



MOON PATROL*
A GAME PROGRAM FOR
APPLE II COMPUTERS

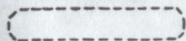
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No. _____

Do not touch exposed areas of recording surface.

Return Flexible Disk to envelope after use.

Write in label area only.

Do not bend or fold Flexible Disk.