

A photograph of a Commodore VIC 20 computer console and its game box. The console is green and black, and the game box art depicts a green tank-like vehicle on a rocky, alien landscape with a red, saucer-shaped UFO in the sky. The text 'COMMODORE VIC 20' is printed in pink on the white background of the game box.

COMMODORE
VIC 20

MOON PATROL

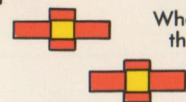
FROM **ATARISOFT™**

Play the
Original Arcade
Classic in Your
Own Home.



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LET'S BE CAREFUL OUT THERE!



When you signed up with the Luna City Police Department, who would have thought 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 UFO's, enemy landmines and tanks. Getting through your patrol in one piece is almost impossible!

STARTING THE PATROL

Insert the Moon Patrol cartridge into your Commodore VIC 20 Home Computer, as explained in your computer owner's guide, and turn on your computer.

Plug a joystick into the controller jack. Press the "FIRE" button to initiate game play immediately.

SELECT PLAYER OPTIONS

Press F5 to get the option screen, then press F5 to change the difficulty level to either BEGINNING or CHAMPIONSHIP.

Each level can be played by one or two players. Press F3 for a two-player game: press F3 again to return to a one-player game.

Press the "FIRE" button to go immediately to game play.

START GAME

Press F1 to begin the game. When a game is over, you have the option to continue playing on the same section of your beat. When the word "CONTINUE" appears on the screen, press the "FIRE" button or F1 within 10 seconds to begin the game on the section where you last appeared. Press the space bar to pause in the middle of a game; press the space bar again to resume play.

CENTERING FOR THE PAL SYSTEM

On European video monitors using the PAL System, you can center the game image by pressing the cursor keys.

NOTE: Use of the keyboard except as specifically instructed in the manual will affect game play.

PATROL CAR CONTROLS

Push your joystick up to make your patrol car jump; press the joystick button to fire at enemies or obstacles. Push your joystick right to increase the speed of your patrol car, and left to slow it down.

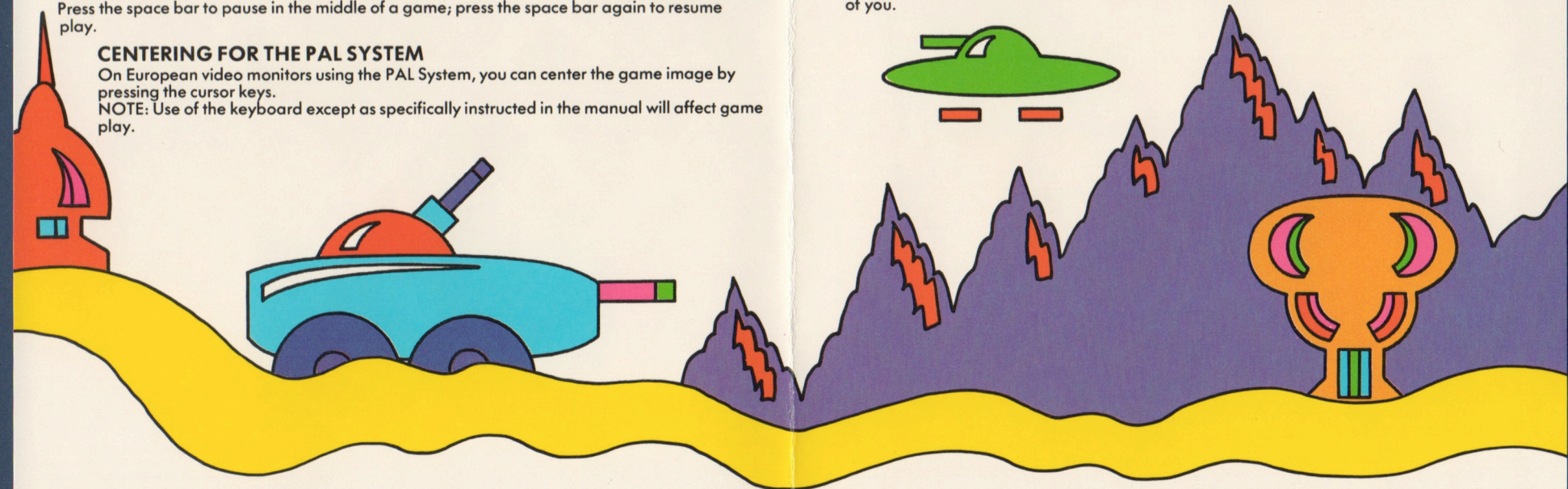
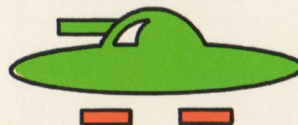
PATROL DETAILS

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'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. You start the game with four patrol cars, and earn a bonus patrol car at 10,000, 30,000 and 50,000 points.

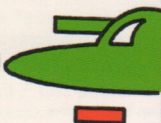
HINTS FOR ROOKIE DRIVERS

- 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 are driving fast enough to jump over an obstacle.
- Try taking one 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 UFO's drop missiles that form new craters. Learn to recognize these UFO's and eliminate them quickly.
- When an enemy car appears from behind, wait, then jump it and blast it when it's in front of you.



SCORING

For finishing the Beginning course:	5,000
For finishing the Championship Course:	10,000
For finishing each section of the Beginning Course in or below the average amount of time:	1,000
For every second under the average time:	100 points per second
For finishing each section of the Championship Course in or below the average amount of time:	2,000
For every second under the average time:	200 points per second.




BONUSES

	Blue and Yellow Saucers .. 100 (Beginning Level)		Jumping a Tank 100
	Blue and Yellow Saucers .. 200 (Advanced Level)		Shooting a Tank 200
	Squadron of 3 or more Saucers 500		Jumping a Rock 50
	Satellites 280 (Beginning Level)		Shooting a Small Rock 100
	Satellites 480 (Advanced Level)		Shooting a Large Rock 200
	Squadron of Satellites 800		Jumping a Mine 50
	Jumping a Patrol Car 500		Jumping a Small Crater 50
	Shooting a Patrol Car 800		Jumping a Large Crater .. 100
	Jumping a Moon Plant 200		Shooting or Rolling Rock 50
	Shooting Moon Plant 500		



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