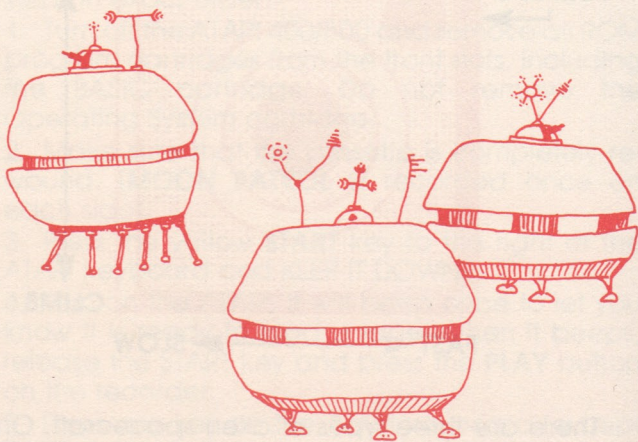


MOON PATROL



FOR:

ATARI 400/800, 16K Memory with at least one Joystick Controller.

INTRODUCTION

You are the pilot of a space patrolship assigned to patrol and protect a vital sector of the Earth's moon. Your patrol ship is equipped with Photon torpedo launchers and you must shoot down the alien spacecraft that are trying to land on the moon.

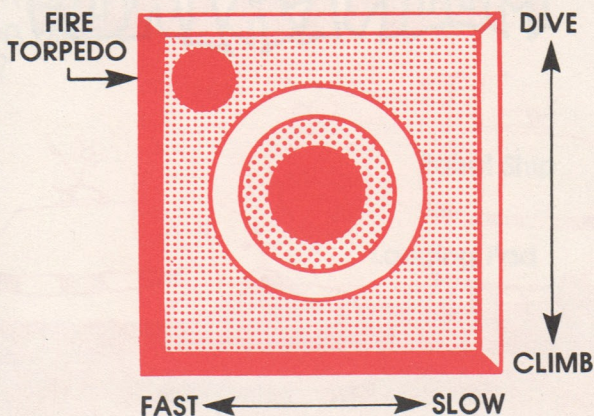
GAME MECHANICS

To play **MOON PATROL** you must have at least one joystick controller. Plug the joystick controller into controller jack #1 for the single player game. If two people want to play **MOON PATROL** you must have two joystick controllers. The first player will plug his controller into jack #1 and the second player will plug his joystick into controller jack #2.

Your patrol ship is equipped with two Photon torpedo launchers. To launch a torpedo press the red button on your Atari joystick controller.

At the start of the game your ship will be resting on a landing pad; to takeoff pull back on the controller joystick (holding it so the red button is to the upper left of the stick). Pulling back on the joystick causes the ship to climb; pushing forward causes it to dive. You can increase the speed of your ship by pushing the joystick left or slow it down by pushing the joystick to the right.

JOYSTICK CONTROLLER



There are three types of alien spacecraft. On the first five missions you will encounter green alien spacecraft which travel horizontally at your ship's medium speed. On later missions you will also encounter purple alien spacecraft that travel horizontally at your ship's maximum speed. The third type of spacecraft are red; instead of trying to land, they will try to ram your ship. The red alien ships will appear randomly with a greater probability of appearance in the later missions. You should try to destroy the aliens as they are coming down. The moon's terrain is uneven; if an alien lands at a low spot on the moon you will be unable to hit it, so that alien will get away. If an alien lands at a high spot you may still be able to hit it by coming in close to the ground: but be careful that you don't hit the ground and crash.

A complete game of **MOON PATROL** consists of twenty missions. To complete these missions you will be given five patrol ships. Each time you take off from the launch pad counts as one mission. After you have attacked a wave of invading aliens another landing pad will appear. You must land on this pad or your patrol ship will run out of fuel and crash. You should be traveling at your slowest speed when you try to land; if your ship hits one of the mounds of soil at each end of the pad or the radar tower it will crash. After landing you can takeoff again immediately for another mission. The game ends after the 20th mission or after you have let five patrol ships be destroyed.

MOON PATROL'S GRAPHIC DISPLAY

MOON PATROL ©1982 Avalon Hill OPTION 2


Red Alien


Blue/Green Alien


Patrol Ship


Landing Pad

0000

5

01

5

0000

Score Ships Remaining

Mission Number

Ships Remaining Score

1st Player

2nd Player

During the first five missions each alien destroyed counts five points. During the next five missions they count ten points, the next five missions 15 points and 20 points during the last five missions. The red aliens count as double. Each successful landing at the end of a mission counts 50 points.

There are four variations of the game which can be selected with the **OPTION** key:

OPTION

GAME DESCRIPTION

- 1 Under Option 1 the alien ships do not shoot back.
- 2 With Option 2 the aliens will shoot back only as they are coming down for a landing.
- 3 Under Option 3 the aliens shoot back only if they land.
- 4 If Option 4 is selected the aliens shoot at you when coming down AND after landing.

When firing from the ground an alien will fire a missile upward with a velocity equal to your ship's speed at the time the missile was fired. To dodge the projectile you must change speed so that the missile will pass either in front of your ship or behind it. When firing while coming down, the aliens will randomly fire torpedoes horizontally.

If two people want to play at the same time press the **SELECT** key. Pressing the **SELECT** key again will revert the game to the single player mode. If two people are playing at the same time, the players will alternate missions. The four digit score and the number of ships remaining will be displayed on the left side of the screen for the first player and on the right side for the second player. In the center will be displayed the current mission number. The first player (or a single player) uses a joystick controller plugged into the far left (#1) controller jack; the second player plugs his controller into the jack immediately to the right of the first player's jack (#2).

GAME DESIGN:

Bill Hood

PLAYTESTERS:

David Kuijt
Joe Sheppard

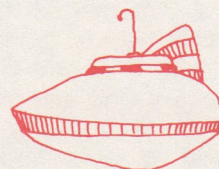
ART WORK:

Charles Kibler

TYPESETTING:

Colonial Composition

Printed in USA by Monarch Services



LOADING INSTRUCTIONS

MOON PATROL is a machine language program which requires at least 16K of RAM memory. It is loaded from cassette tape by following these steps in exact order:

1. Turn off the ATARI 400/800 and remove all ROM program cartridges from the front slots, including the BASIC cartridge. Do not remove the Operating System cartridge.
2. Make sure that the cassette is completely rewound. (**MOON PATROL** is recorded once on each side).
3. Press the yellow **START** key to the right of the ATARI keyboard and KEEP IT DOWN.
4. Turn on the ATARI. It will beep once to let you know it is ready to load a tape. When it beeps, release the START key and press the **PLAY** button on the recorder.
5. Press any key on the ATARI keyboard (except SYSTEM RESET). The cassette player will begin to run and the program will load. If you like, you can turn up the T.V. volume to hear the loading process and verify that all is proceeding correctly.
6. When the entire program is loaded, the cassette player will stop automatically and game will begin. You should rewind the cassette and put it back in the box.

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

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The Avalon Hill Game Company

Consumer Relations

4517 Harford Road, Baltimore, MD 21214

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

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