

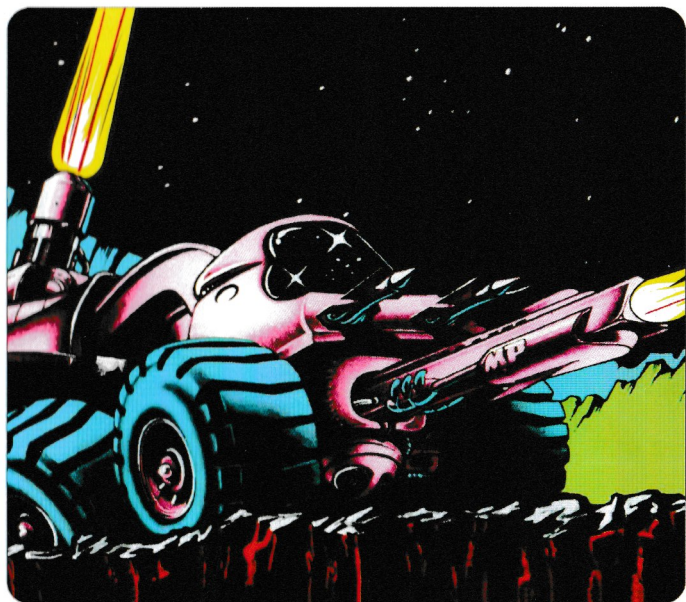
**COLECO  
VISION™**

Guide No. 099051

**CARTRIDGE INSTRUCTIONS**

**Moon Patrol™**

by **COLLECTORVISION  
Games**



**An action packed Lunar Adventure!**

**COLECO**

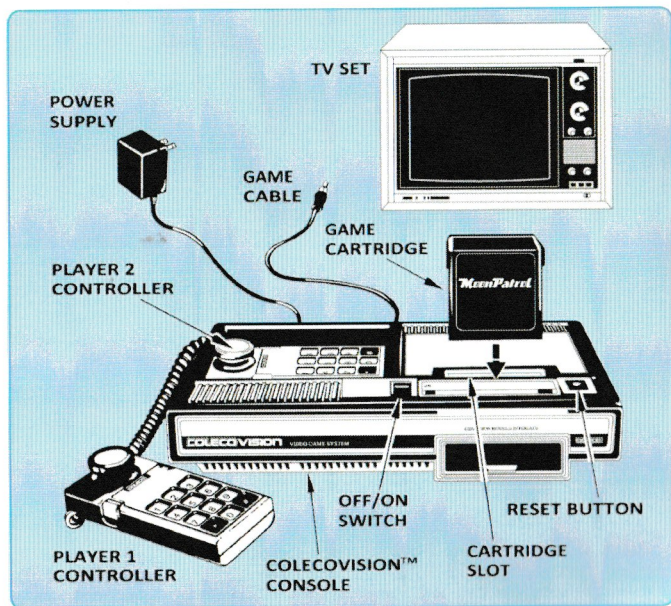
## GAME DESCRIPTION

Hop into your Moon Buggy and test yourself on a lunar obstacle course.

You'll fight off hostile aliens, jump over huge craters and landmines and blast moonrocks from your path.

And as if that weren't enough, you'll encounter alien tanks and missiles that'll blow you into moon dust if you aren't careful!

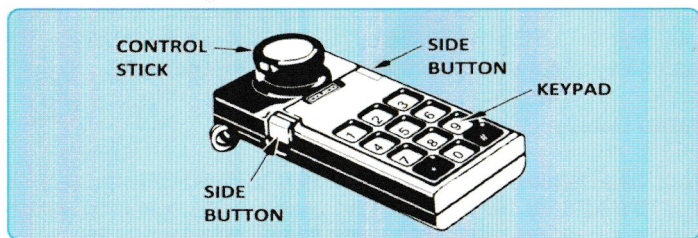
## GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Moon Patrol™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

## USING YOUR CONTROLLERS



### Keypad

BEGINNER course: press 1 for one player, 3 for two players.  
 CHAMPION course: press 2 for one player, 4 for two players.

Press # once to pause during game.

Press it again to resume play.

Press \* to return to the game option screen.

When a game is over, you have the option to continue playing on the same section of your beat. When you are asked to, simply press 1 to begin the game on the section where you last appeared. Otherwise, you'll appear at the beginning of the course when you start.

## Control Stick

Push your Control Stick up or press right button to make your patrol car jump; use the left button to shoot at enemies or obstacles. Push your Control Stick right to increase the speed of your patrol car and left to slow it down.

---

# HERE'S HOW TO PLAY

---

When you signed up with the Luna City Police Department, who would have thought that 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 button and laser bullets – but in the rough terrain of Sector Nine you need more than fancy equipment to survive. Just evading huge craters and moon rocks is hard enough, without having to deal with hostile UFOs and enemy landmines and tanks. Getting through your patrol in one piece is almost impossible!

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

**NOTE:** The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

---

## SCORING

---

<b>Obstacles</b>	<b>Jumping</b>	<b>Shooting</b>
Crater	50	
Land Mine	50	
Rock	100	50
Tank	100	100
UFO		100
Enemy Car		500

### **Bonus Points**

Completing a section under the average travel time: 100 per second.

Completing a section: 1000.

Completing the course: 5000

Note: Bonus points are awarded only if your travel time is less than the average time. Travel time and average time are displayed on the screen after finishing each section.

---

## THE FUN OF DISCOVERY

---

This instruction booklet will provide the basic information you need to get started playing Moon Patrol, but it is only the beginning! You will find that this cartridge is full of special features that make Moon Patrol exciting every time you play. Experiment with different techniques and enjoy the game!

# CREDITS

---

Program and audiovisual ©1984 **ATARI**SOFT™

Programmed by Matt Householder

Package ©2014 CollectorVision Games Inc.

Box & manual by Vincent Godefroy

Printed & Manufactured in Montreal, Canada by

CollectorVision Games Inc.

Rom hacked by Ikrananka with the help of KevinMos3,  
Newcoleco, Jess Ragan and Pixelboy.

*Title Screen: Ikrananka, KevinMos3 & newcoleco*

*Game Select Screen: Ikrananka & KevinMos3*

*Enemy Sprites: Ikrananka, Jess Ragan & Pixelboy*

*Gameplay Status Area: Ikrananka & KevinMos3*

*Updated Character Set: Ikrananka*

*Updated Rocks: Ikrananka*

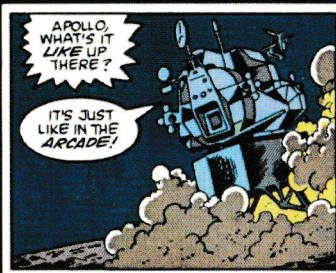
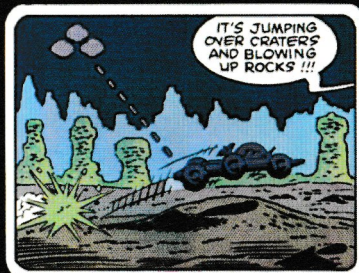
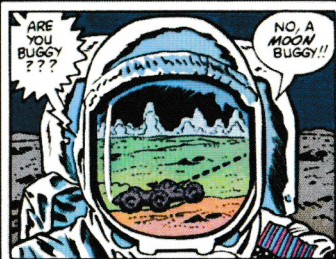
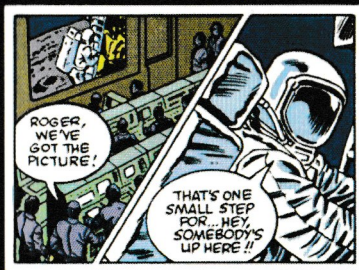
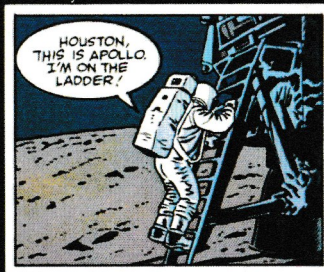
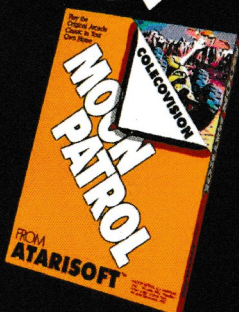
Moon Patrol is a trademark and © Williams 1982



ATARI  
PRESENTS

# Moon Patrol

Another smash arcade hit brought home only by Atari for use with the COLECOVISION game system.



# Moon Patrol ATARI

W A Warner Communications Company



Play the  
Original Arcade  
Classic in Your  
Own Home



COLECOVISION

# MOON PATROL

FROM

**ATARI**SOFT™