



Dragon Data Ltd.

**LUNAR ROVER
PATROL**

LUNAR ROVER PATROL

L 30841

Lunar Rover Patrol, in all machine readable formats and the written documentation accompanying them, are copyrighted. The purchase of Lunar Rover Patrol conveys to the purchaser a licence to use Lunar Rover Patrol for his/her own use and not for sale or free distribution to others. No other licence, expressed or implied, is granted.

● WELCOME TO LUNAR ROVER PATROL

The object of this game is to successfully drive the Lunar buggy over the landscape of the Moon, avoiding or destroying craters, boulders, land-mines, spacecraft and numerous other obstacles.

● LOADING LUNAR ROVER PATROL

To load Lunar Rover Patrol just follow these simple instructions:

- 1 Place the cassette into the cassette recorder, rewind the tape and press the play button.
- 2 Connect the right joystick.
- 3 Type CLOADM and press ENTER.
- 4 When the computer responds with "OK", type EXEC and press ENTER.

● PLAYING LUNAR ROVER PATROL

Joystick Features

The movement of the buggy is controlled by the right joystick. Moving it to the left and right alters the speed of the buggy, whilst moving it up makes the buggy jump over craters and other obstructions. The fire button controls the horizontal and vertical lasers.

Keyboard Features

Three keys are used to control the game:

- 1 The "BREAK" key activates the pause feature.
- 2 The "CLEAR" key continues the game after a pause.
- 3 The "Q" key allows you to quit the program.

Screen Features

The high score and the game score are recorded in the top left hand corner of the screen; your point on the landscape is recorded on the scale E,J,O,T,Z and the number of buggies you have left is recorded in the top right hand corner of the screen.

● SCORING

- 50 points — Jumping a Crater
Shooting a falling Bomb
Jumping Land-Mines
- 100 points — Shooting/Jumping purple boulders
Shooting Green space craft
Shooting Yellow space craft
Shooting Tank shells
- 150 points — Shooting/Jumping blue spheres
- 200 points — Shooting a Tank
Shooting a Yellow/Green Space craft
- 1000 points — Shooting an alien "Hover-bug"
Reaching points E,J,O,T,Z
If a time record is broken, then an additional 10 points are awarded for each second below the average time.

● SPECIAL FEATURES

Upon reaching points E,J,O,T,Z, a screen appears which displays your time taken to reach that particular point. The screen gives your time, the average time and the top record time. Bonus points are awarded according to these times.



Dragon Data Ltd.,
Kenfig Industrial Estate,
Margam,
Port Talbot,
West Glamorgan.
SA13 2PE.