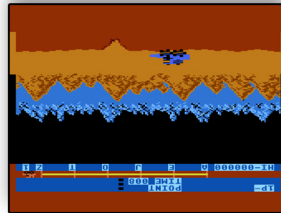




Williams 



The lunar buggy can jump, accelerate or decelerate (but not stop) and shoot both forwards and upwards. There are many obstacles on the route that must be destroyed or avoided. At various points, the player will encounter the following dangers: Craters: craters must be jumped over, otherwise, the lunar vehicle will be destroyed.

During the game, the screen continuously scrolls, and the player controls a lunar rover and must avoid obstacles as well as attack UFOs. The game ends when all of the player's lunar buggies are destroyed; if you complete all 26 sections of the course, the game will continue to an advanced course.

"Moon Patrol" is a side-scrolling action game where the player controls a lunar rover and must avoid obstacles as well as attack UFOs. The game was originally developed by Atari and licensed by Williams Electronics in North America. It is one of the earliest side-scrolling shooters and one of the first games equipped with parallax scrolling.

