

LRV – ROVER PATROL

GAME MANUAL



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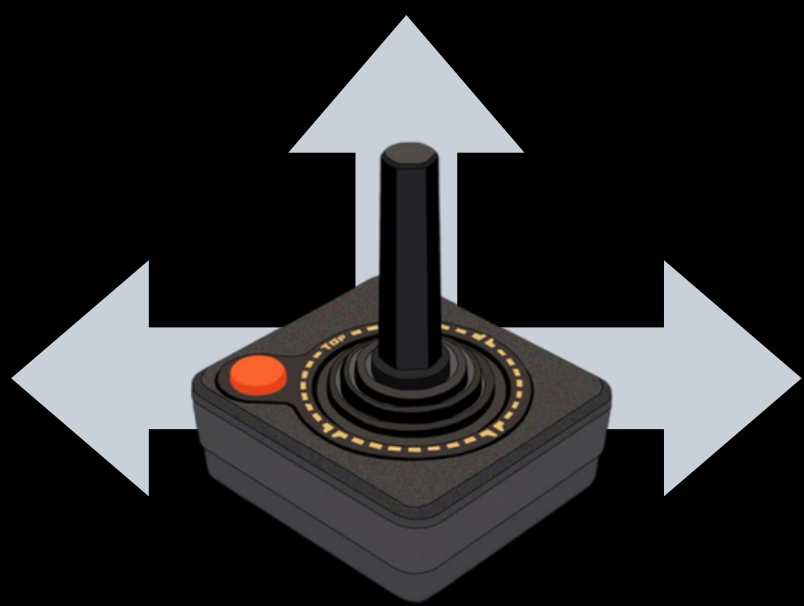
PROGRAMMING: ALFREDO ARIAS

LRV - Rover Patrol is compatible with your Atari 2600 (original) and Atari 2600+ video game systems.



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ROVER CONTROLS



Your LRV is equipped with jump thrusters and a dual weapon system. Use your standard joystick connected to the left port (Left Controller).

Left/Right Movement: Pull the joystick to the left to halt the Rover's advance, or push it to the right to speed across the screen. The screen scrolls continuously.

Jump (Up): Push the joystick forward (Up) to activate the suspension springs and jump over craters and ground-based enemies.

Armament (Fire Button):

The LRV automatically fires the Aerial Missile (vertical shot) to destroy airborne threats or those on high ground.

At the same time, it fires the Ground Laser (forward shot) to eliminate obstacles and enemies on the ground.

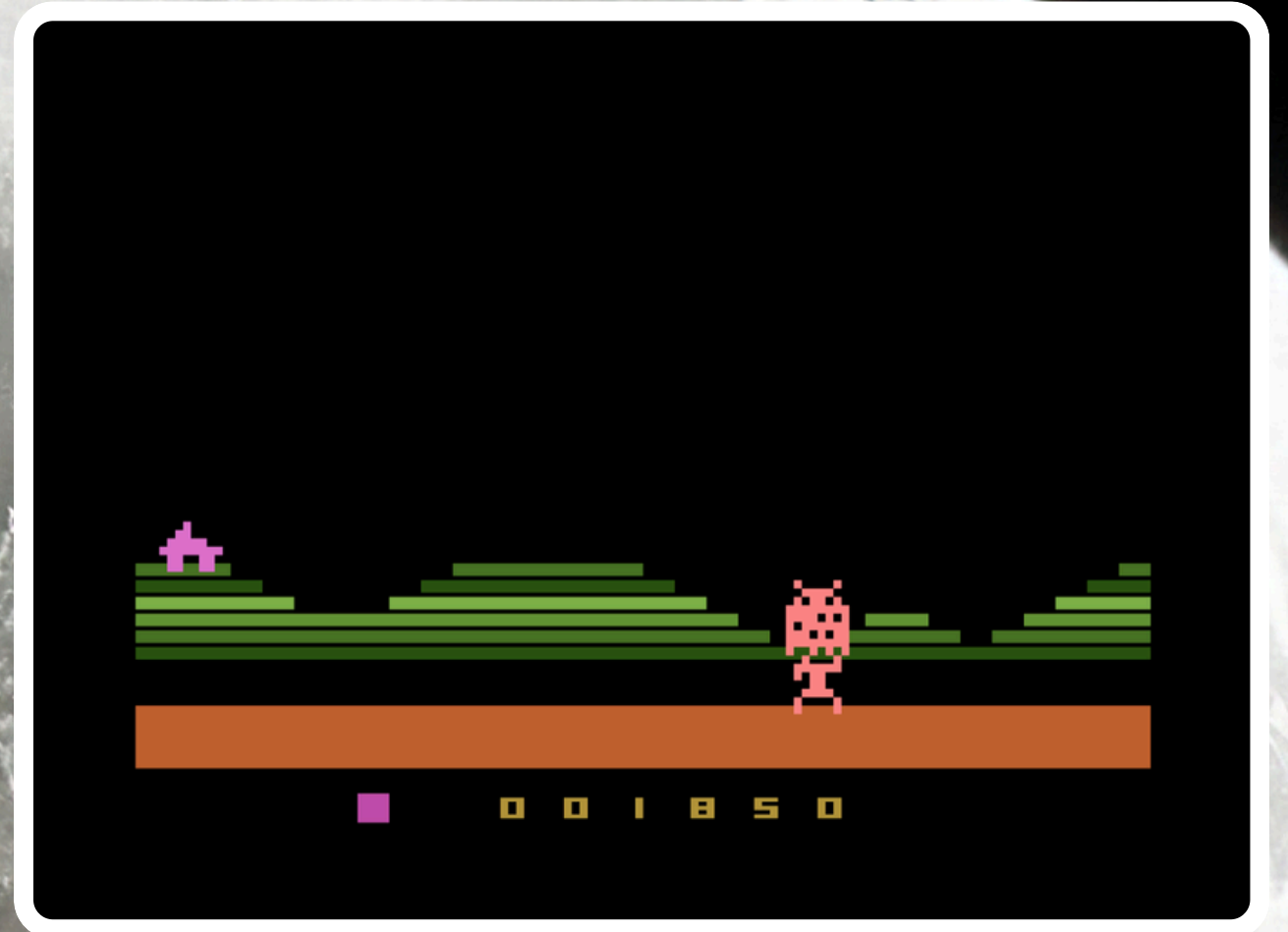
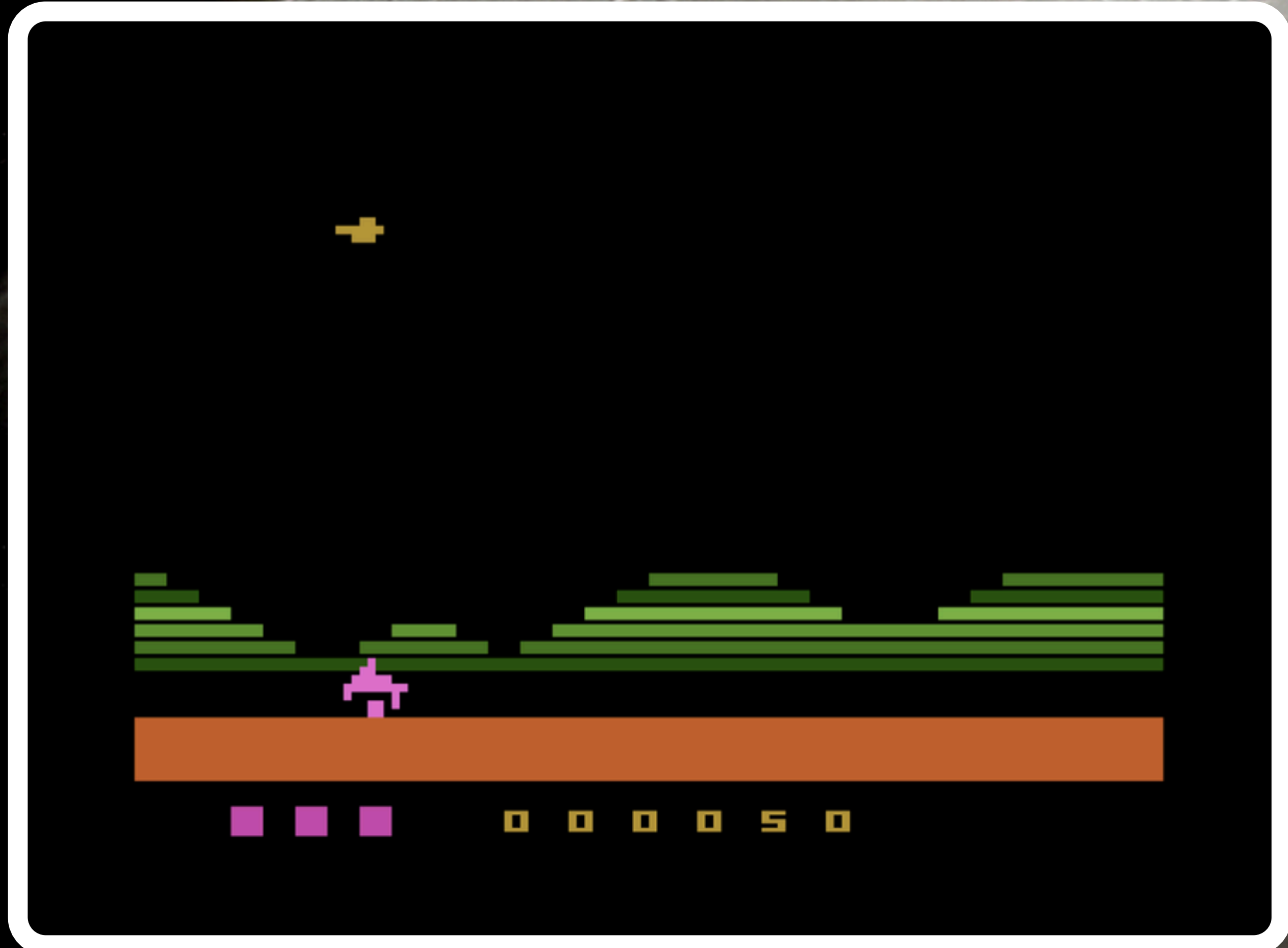
Survival Tip: You can fire while airborne to adjust the height of your frontal shot!

CATALOG OF THREATS (ENEMIES)

As you advance through the planet's three distinct zones, you will face waves of unique enemies. A Checkpoint Flag will appear for every three enemies overcome (whether destroyed or dodged). Pass through it to advance to the next sector and secure your position!

Ground and Air Threats:

Scout UFO: Patrol craft that move in a zigzag pattern across the sky.



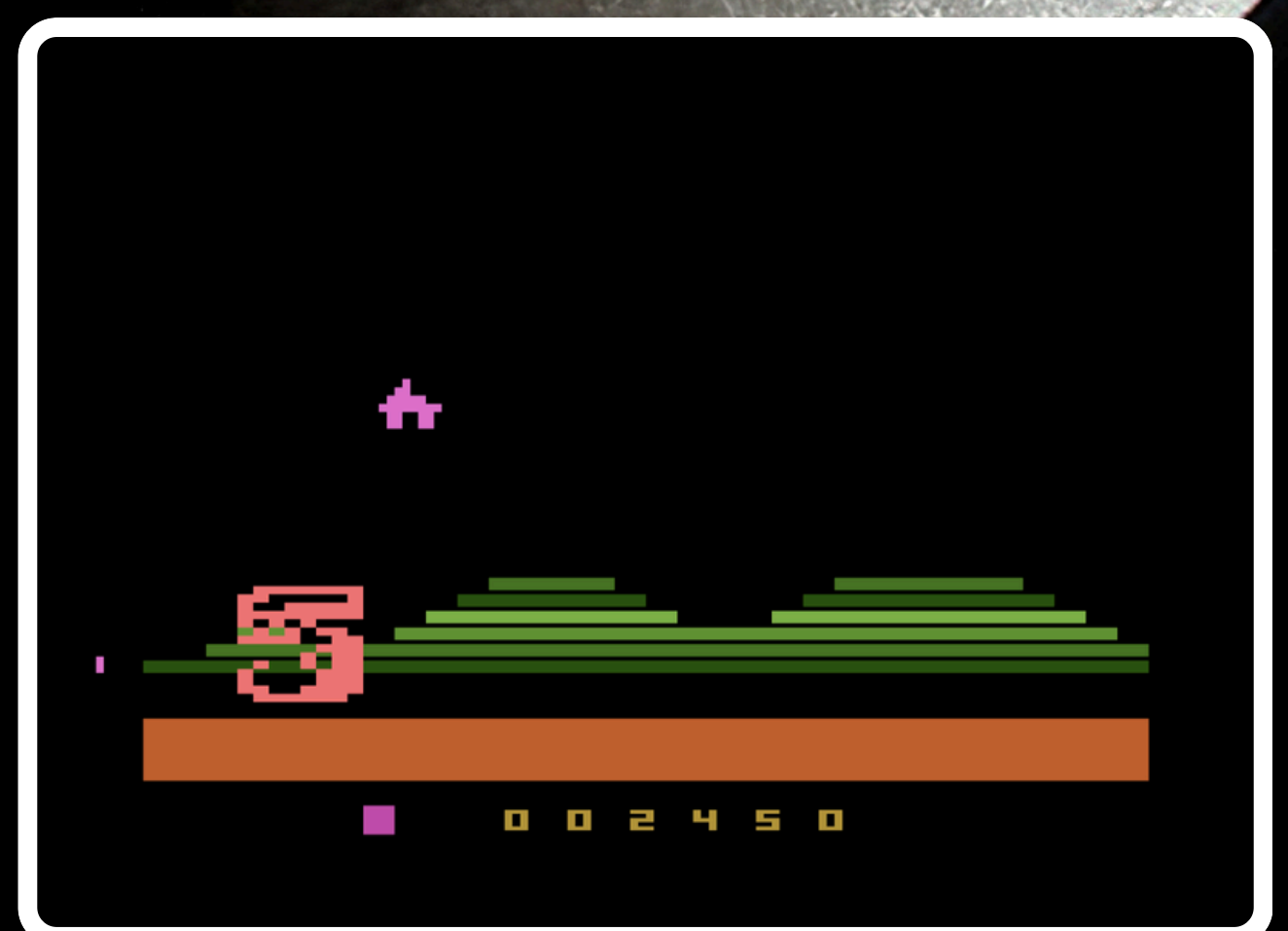
Armed Craters: Ground depressions that spew volcanic fire upwards. Jump or get out of the way fast!

Bouncing Springs: Kinetic spheres that bounce across the terrain, trying to crush you.

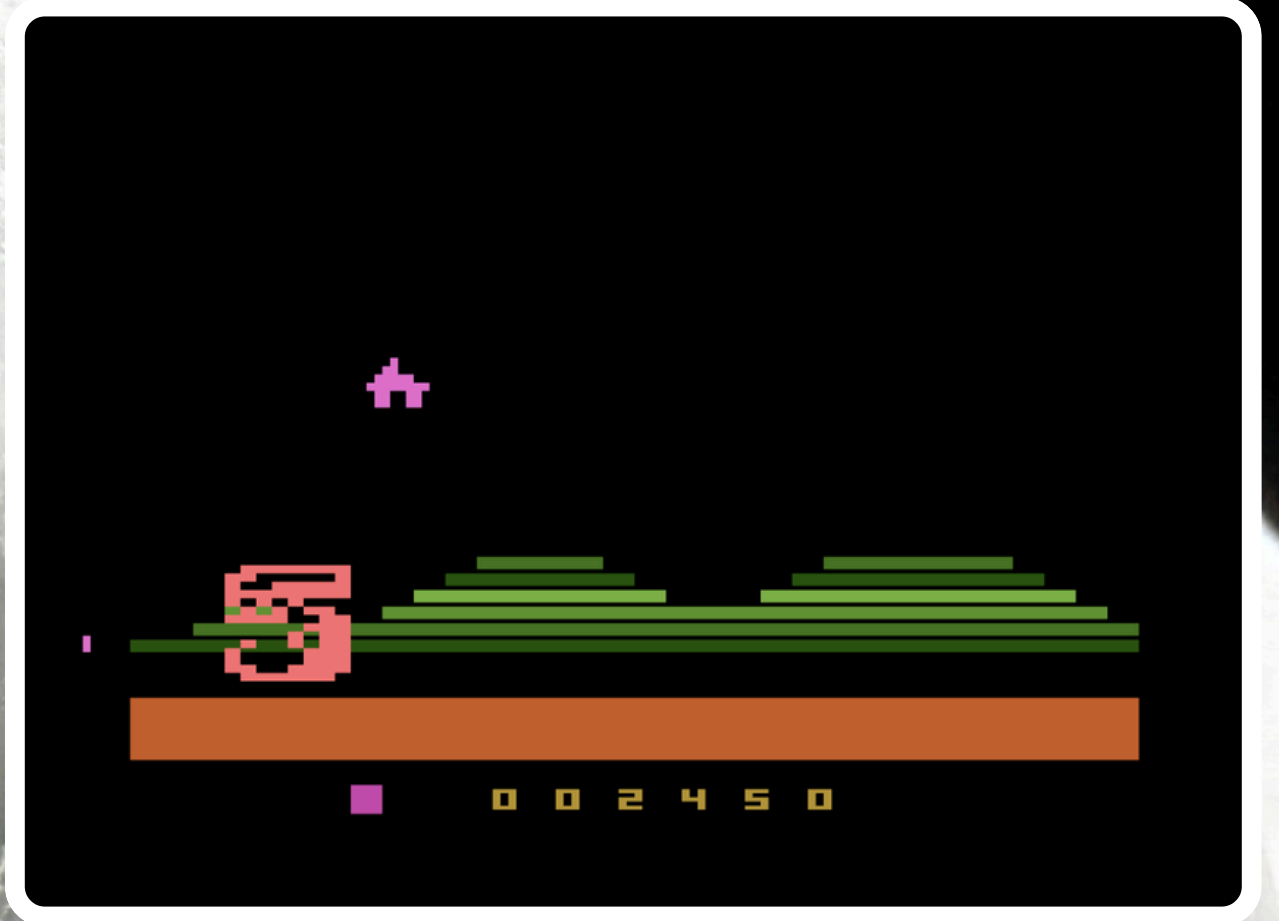
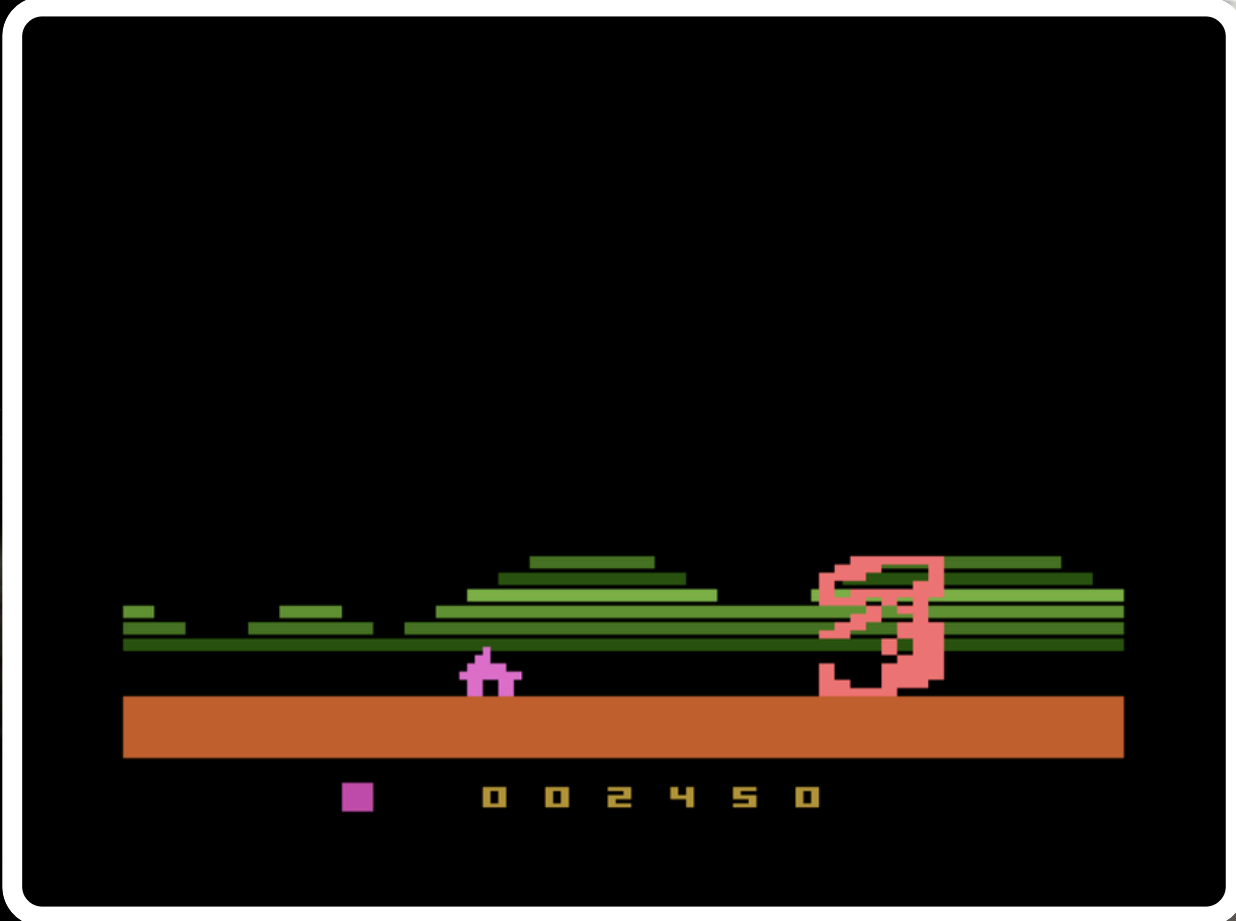
Lunar Tank: Abandoned heavy military hardware that fires in your direction.

Delta Fighters (Triangles): Sleek, high-speed spacecraft that dive in from the horizon.

The Carnivorous Plant: Alien flora that spits poison.
WATCH OUT! When destroyed, it releases a...



SCORING AND LIVES SYSTEM



Pilot Lives:

You begin the mission with 4 Rovers available (displayed at the bottom of the screen). If you are hit by an enemy or a shot, or if you touch a hazardous area, your Rover explodes and you lose a life. If you lose all your lives, it is Game Over.

If you pass a Checkpoint (Flag), you will respawn safely at that location after being destroyed, saving you from having to re-cover ground.

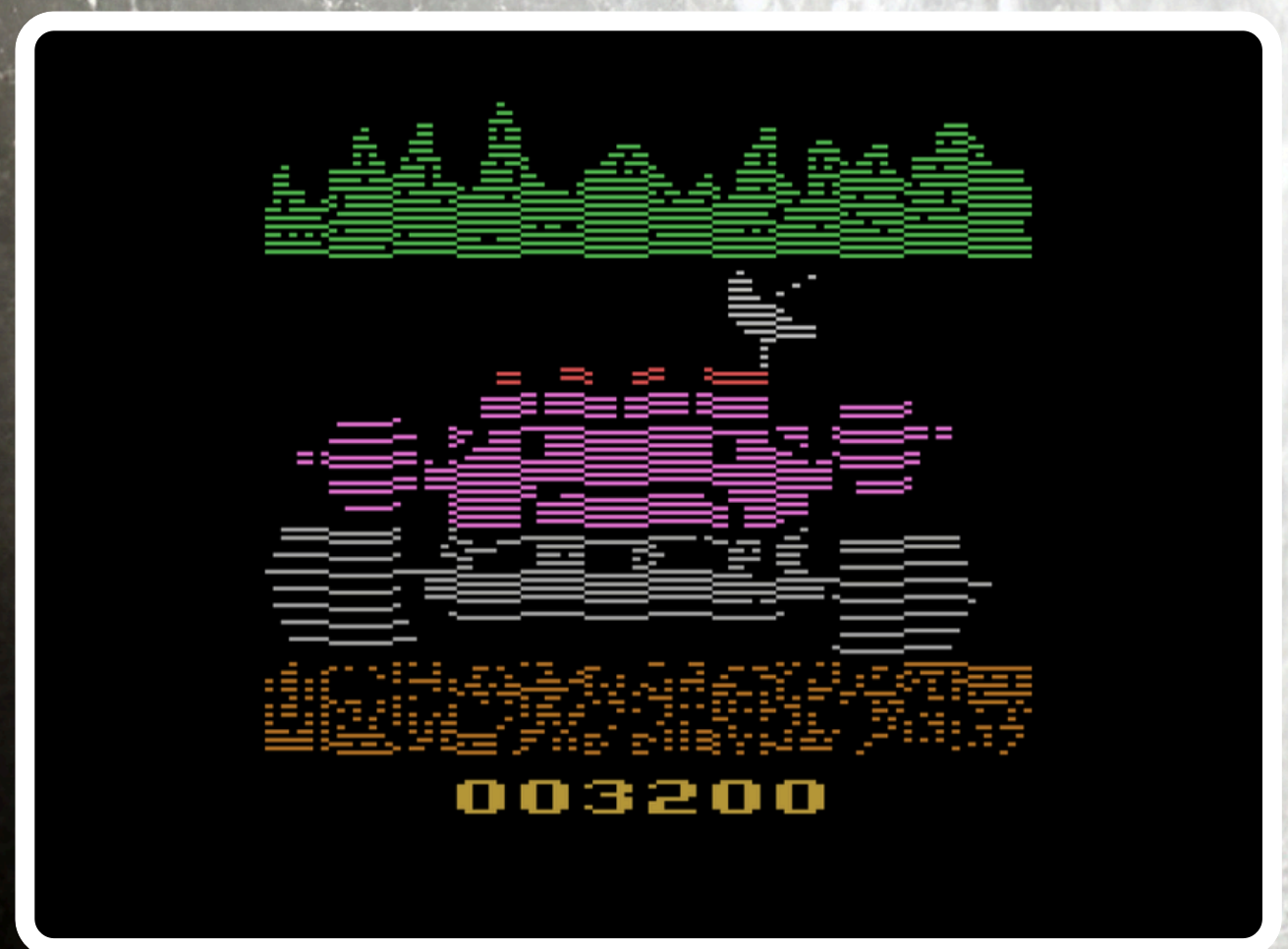
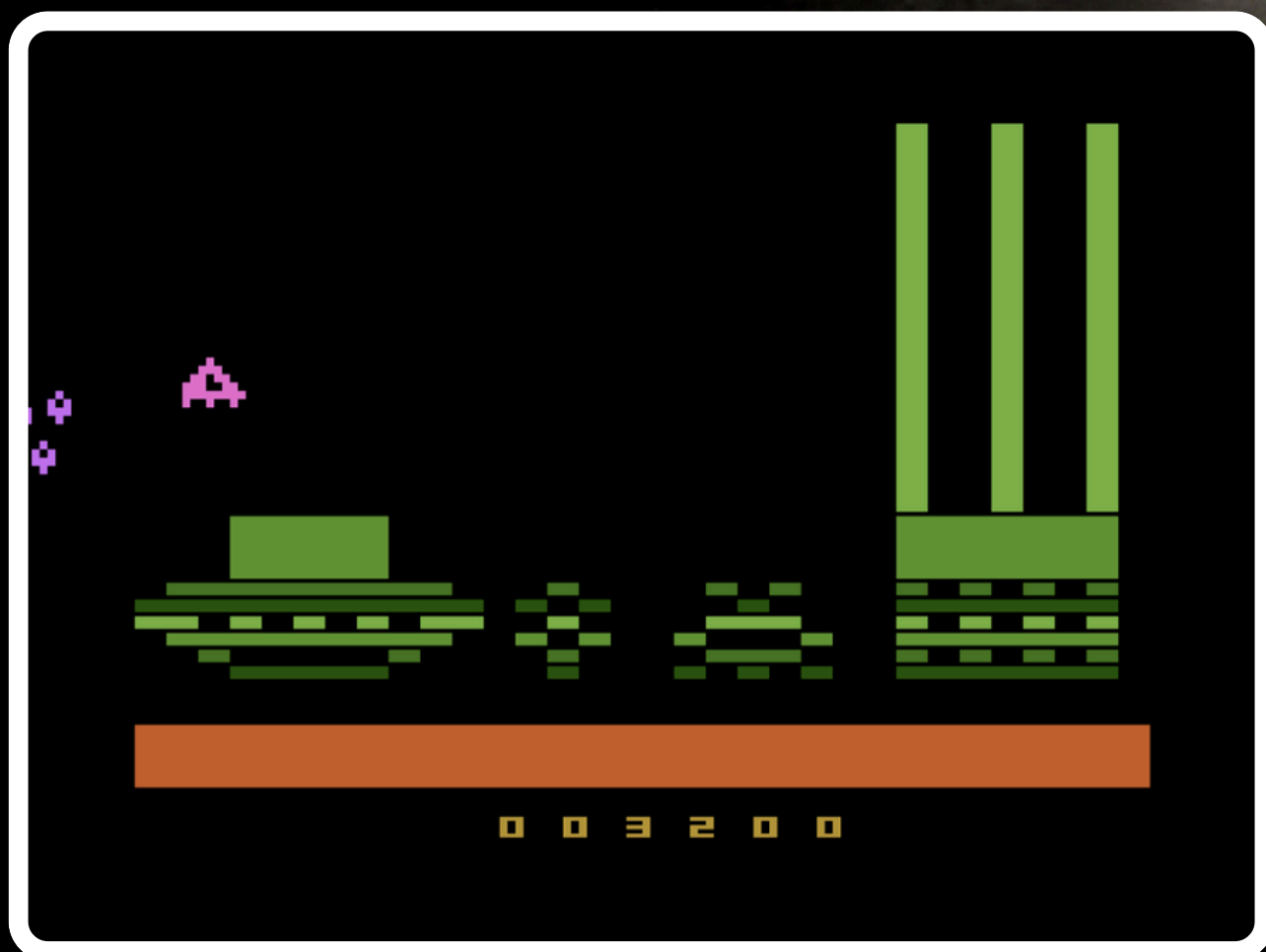
Scoring:

Ground and Air Enemies: 50 points each time your laser shot or missile destroys a target.



Tactical Advance: Surviving enemy waves is the key to a sky-high score and reaching the next difficulty levels.

THE MISSION: CENTRAL COMMAND REPORT

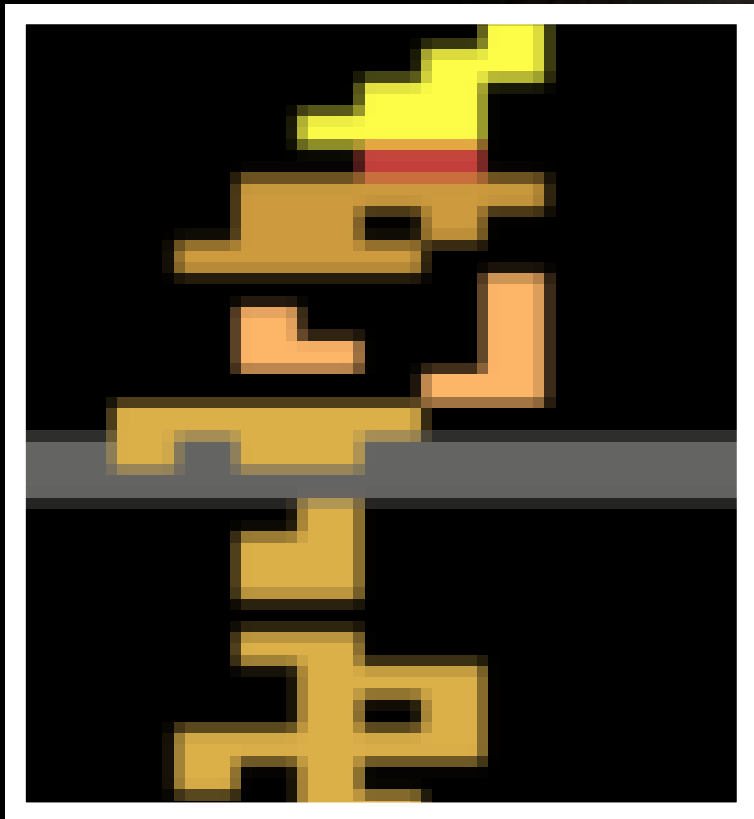


Welcome to the advanced reconnaissance team! You have been assigned to pilot the LRV (Lunar Rover Vehicle), our most advanced ground patrol rover. Your mission is to explore inhospitable sectors and pass through checkpoints (flags) to secure the territory.

However, scanners detected severe hostile activity. The path is infested with alien fleets, ancient weaponry, dangerous biological mutations, and relentless extraterrestrial fauna, culminating in contact with an extreme biological entity: the Alien from 1979.

Your survival depends on your reflexes. Patrol, survive, and make it back to base safely. Good luck, pilot.

CREDITS



Programming: Alfredo Arias

Design: Alfredo Arias

Distribution: Olioni Games

Cover Art: Gustavo Miller

A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many people.

END.