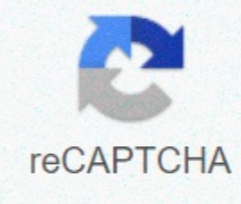




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Atari moon patrol music

Game Information Name: Moon Patrol Alternate Name: Moon Ranger Features: Side Scrolling, Arcade, Shooter, Coin-Op Conversion Publishers: Atari, Irem, Williams, Avalon Hill, Atarisoft, bootleg Developer: Irem Platforms: Atari 8-Bit Computers - United States Atari VCS - United States Atari ST Apple II ZX Spectrum 48/128 Vic-20 - United States TI-99/4A - United States Arcade (1982) Atari 5200 (1983) - United States Atari VCS (1983) Commodore 64/128 (1983) - United States PC Self-Boot (1983) Atari 7800 (Unfinished) ColeCoVision (Unfinished) - United States Music info Released: 1982 Related Plaform: Arcade Format: Tracked music (MOD / XM / S3M / IT) Composer of these melodies: Tr3forever Source / Archiver / Ripper: Mirsoft Music type: Arranged/Remixed tunes Archived process: Fully archived Number of songs: 2 File size: 145 KBytes Opinions Happy faces from I was born! (:.) (by animoL, 26 June 2003) [10/10] One of the few games I played in old Atari! This music is so great I never forgot it. The game sucks for today, but the music will stay forever..... A good orig and remix of a classic, easy to play in Debian / Unstable (by Jake, 18 January 2004) [10/10] First I want to thank the people in charge of this site for providing this file. I've been waiting to hear for quite some time. I downloaded and unzipped the zip file to a new folder I created called 'MoonPatrol'. I think making a folder to unzip is a good option because most zip files, this included, simply dump their contents into the current directory. When I saw that the files were called *.it, I was momentarily perplexed. Using the 'file' command, I saw that these were sound data from the Impulse Tracker module. I didn't know what that was, so I did a impulse search and found the queseria. Now I'm getting stuck moonpatrol_arcade, he while I play a java Applet from the :). Even better sounding, but not 'classic' is the moonpatrol_arranged.it. Nice organ. It's like the funk classic. :)(I can't think of a title!) (by Dr. Spa, Jul 22, 2004) [8/10] Yes baby! Great songs I think Tr3forever has really scored this time!!! I haven't tried it yet, but when I convert your ITs to anything else (MOD s XM s or especially MADKs) everything sounds a little fun, so I really don't recommend converting them. As a musical rating I would say that these melodies are short but fresh and worth getting (and reviewing!!!) Add your reviewMusic downloadDownload Game Music in ZIP file! Other music records of this game Arranged / Remixed melodies arranged / remixed (Arcade) Other tools Generate information.txt - with this cool feature you can generate the information.txt file with all the tune in and save it somewhere, which means you'll have something like a tuning ID card! :) This has interesting advantages - it is small, quickly readable/editable, you can add it to the melody file if if and you will have fast information about the game and the music file every time. Also programs that support reading txt files (such as KBMedia Player) can read the information.txt file directly while playing melodies of all formats! Help - description of music recording fields Log in to follow this video game Followers 0 Sidescrolling first released in 1982 Moon PatrolNorth American arcade flyerDeveloper(s)IremPublisher(s)IremWilliams ElectronicsAtari, Inc.AtarisoftProducer(s)Scott TsumuraDesigner(s)Takashi NishiyamaPlatform(s)Arcade, Apple II, Atari 2600, Atari 5200, Atari 8-bit, Atari ST, Commodore 64, VIC-20, MSX, IBM PC, TI-99/4A, TRS-80 Color ComputerRelease1982Genre(s)Scrolling shooterMode(s)1-2 alternate players Application SystemDisport M-52 moon Patrol (L̸, ʌ, M'n Pator-ru) is an Irem arcade game released in 1982. He was licensed to Williams for distribution in North America. [1] Moon Patrol is often credited with introducing scrolling paralage in side-scrolling video games. Taito's Jungle King side-scrolling, released the same year as Moon Patrol, also uses paralage scrolling. Arcade screenshot game The player takes on the role of a Luna City police officer assigned to Sector Nine, home to the hardest thugs in the galaxy. The player controls a Lunar buggy that travels on the surface of the Moon, seeing it from the side as it moves to the right side of the screen. When driving it, obstacles such as craters and mines should be avoided, and various enemies such as UFOs from above and tanks on the ground must be knocked down. The game is within a series of courses, and each is divided into 26 checkpoints, named after the letters of the English alphabet. Of these, the top five checkpoints—E, J, O, T, and Z—denote a new stage with a new background and theme; for example, the third stage from J introduces mines. The top of the screen shows a timeline style map of the course, with the top five control points clearly marked. On the map is an indicator of the current checkpoint, the time spent in the stage and three indicator lights: the upper light indicates the next enemy airstrikes, the medium indicates a minefield coming, and the lower one indicates that enemies are approaching from behind. At the end of a stage, that time spent is compared to the average, and bonus points are awarded accordingly, at 1,000 plus 100 per second improved; completing a full course gives an additional 5,000 points plus 100 per second improved. There are two unique courses: the Beginner Course and the Champion Course. The Champion Course loops forever, and each loop is numbered to comfort, up to 3. Additional lives are given in 10,000 points, and for every 20,000 scored up to 50,000; thereafter, no more lives are given. The game ends when the last patrol car is destroyed. The game may continue, but scored from a game are not held. 999,990 points is the highest maximum score that can be achieved, players can exceed this score, but the game retains only the last six digits. Ports Moon Patrol was ported to the Apple II family, 8-bit Atari, Atari 2600, Atari 5200, Atari ST, Commodore 64,[2] VIC-20, MSX, IBM PC (as an auto-boot disk), TI-99/4A, and TRS-80 Color Computer. Many of them were published under Atarisoft's Atarisoft label. Receive This section needs expansion. You can help by adding it. (February 2015) Moon Patrol received a Certificate of Merit in the 1984 Category Best Science Fiction/Fantasy Game at the 5th annual Arkie Awards. [3]:42 Arcade Express revised the arcade version in January 1983 and scored it 8 out of 10. [4] Scott Mace of InfoWorld stated that Moon Patrol for the Commodore 64 was his favorite Atarisoft game, making good use of computer sound. [5] Legacy Moon Patrol was included in the retro compilations Arcade Hits: Moon Patrol & Spy Hunter for Game Boy Color and Midway Presents Arcade's Greatest Hits: The Midway Collection 2 for Dreamcast, PlayStation and Windows. In 2006 Bandai released an improved version as Moon Patrol EX for cell phones. [6] On March 22, 2018, Moon Patrol was released for Nintendo Switch by Hamster as part of the Arcade Archives series. [7] A subtitled version of The Milky Way Chronicles was announced in 2018 for the Intellivision Amico. [8] Clones A bootleg version called Moon Ranger was released in arcades the same year as Moon Patrol. [9] Domestic clones include Desert Patrol for the TRS-80 Color Computer (1983),[10] Gas Hog for the Atari 2600 (1983) [11] Lunar Rover Patrol for Dragon 32 (1983), Moon Buggy for commodore 64 (1984 (198 (1983), Moon Buggy for commodore 64 (19 (14 (11) Lunar Rover Patrol for Dragon 32 (1983), Moon Buggy for Commodore 64 (19 (19 (1993), Moon Alert for the ZX Spectrum (1984), Luna Rover for the ZX Spectrum (1985),[12] Moon Control for the Amstrad CPC (1985), Moonrider for MSX (1986) and Overlander for the Amiga (1993), Battle Through Time (1984) for the Commodore 64 re-themed gameplay to be about the important wars of the twentieth century. Open source clones called moon-buggy [13] and ASCII Patrol [14] run on Unix-like terminals. References :Moon Patrol - Videogame by Irem. Arcade-museum.com. Retrieved 2015-02-19. Moon Patrol - Commodore 64 Game / C64 Games, C64 reviews, downloads & SID melodies. Lemon64.com. Retrieved 2015-02-19. Kunkel, Bill; Katz, Arnie (January 1984). 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* Moon Ranger - - by Unknown. Klov.com. Retrieved 2015-02-19. Desert Patrol - 1983 - TRS-80 Color Computer Game. Youtube. Trionfo, Adam; Federico, Chris. Gas Hog. Orphaned Computers & Gaming Systems. Luna Rover. Wraith World. luna-buggy. Games on the Linux console. Ascii patrol. Home page. Moon Patrol external links in the Killer Moon Patrol video game list in the Recovered Arcade History database Return to Moon Computer Arcade MIDI files To save a file, right-click the name and click Save As to Return to Arcade MIDI Files

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