

Martian Rover Patrol

Martian Rover Patrol

The Voyage Home

by
Mark Sheeky



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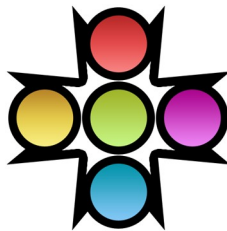
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Let us begin.



Martian Rover Patrol

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Martian Rover Patrol

BASE ALPHA

Martian Rover Patrol

The Journey Begins



Martian Rover Patrol is a horizontal scrolling arcade game.

Guide your bouncy space buggy over the landscape to deliver the vital package to Base Zeto. Jump and shoot obstacles and enemies and try to beat the best time for each planet.

There are five planets to traverse.

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Game Guide

Martian Rover Patrol can be played using the keyboard or a game controller. The main game screen is shown below.



Keyboard Controls

Use the Left and Right Arrow keys to move left and right. Press the Up Arrow to jump, and Right Ctrl to fire. Press Esc to quit the program. Press P to pause.

Joypad/Joystick Controls

Be sure to connect a controller before you run the game for it to be detected. Use left and right to move left and right, up to jump, and fire to fire.

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Display

Lives, your total progress as a yellow bar, and your current time are shown at the bottom of the screen.

Driving Tips

Most obstacles are easier when moving more slowly, and you can accelerate when mid-air to jump longer distances.



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BASE ZETO

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Credits

Martian Rover Patrol

Martian Rover Patrol is a conversion of the Amiga game Overlander, which was inspired by the Dragon 32 game Lunar Rover Patrol, both of which were ultimately inspired by Moon Patrol by Takashi Nishiyama. Martian Rover Patrol was first developed in January 2000 and briefly sold on CD-ROM with Trax and Roton.

Design, programming, graphics and sound by Mark Sheeky.

Music

"Overlander"

Created in 1999 on a Yamaha SY-85 synthesizer. Sequenced using MED Soundstudio for Windows.

Cornutopia Software

www.cornutopia.net

Email Support

support@cornutopia.net

Martian Rover Patrol

About

About Cornutopia

All of the Cornutopia games were designed and programmed by me, Mark Sheeky.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

My first Windows PC game was Arcangel in 1999, a squad level strategy game, and in 2002 I decided to publish my own games under the name Cornutopia Software.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

It is my ambition to make available and remaster all of my Amiga and PC games. Can you own them all?

You can find out more about my artwork, and browse my complete software catalogue on www.marksheeky.com. Search for Mark Sheeky on Amazon to discover more of my books and music.

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Other Games

Visit the Cornutopia Software website or search for Mark Sheekey to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace III

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