

Left Turn Only
SPACEPATROL



CARTRIDGE INSTRUCTIONS FOR 1 PLAYER

Welcome to the 24th Century! Alien hordes and bands of smugglers swarm around man's remote outposts throughout the solar system. Only the **SPACE PATROL** can keep them at bay!



MAKE SURE

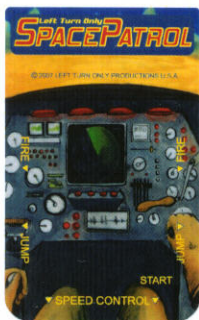
- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set to GAME.
- TV SET is plugged in and properly adjusted.
- **SPACE PATROL** CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title will appear on the TV screen.



EXAMINE YOUR CONTROLS



Action Keys:

- Fire
- Jump

Keypad:

- Start Mission

Control Disc:

- Tank Speed



SELECT MISSION

The *SPACE PATROL* guards outposts on the Moon, Mars, Pluto and Mercury. Each locale offers different challenges and levels of play. At the title screen, tap the DISC on either controller to enter the **SELECT MISSION** menu.



Select among different worlds by pressing left and right on the DISC.


Press up and down on the DISC to select between the beginner and champion courses.


Press **START** on the keypad or any Action Button to begin.





OPERATING YOUR TANK

Your tank is equipped with the latest battlefield technology:

- Vertical high speed laser shoots enemies above 
- Horizontal cannon shoots obstacles and enemies ahead
- Anti-grav booster propels tank over obstacles and enemies

Either **Top Action Button** fires both the high speed laser and the front cannon. The laser recharge quickly, allowing for a rapid assault on saucers flying overhead whereas the front mounted cannon fires more slowly. 

 Either **Bottom Action Button** engages the Anti-grav booster, propelling your tank over obstacles. Use it to jump over craters, rocks and enemies.

Use the **DISC** to control your speed. Push to the right to drive quickly or to the left to drive slowly. Release the **DISC** to drive at medium speed. Driving quickly allows you to jump over large obstacles. Driving slowly allows you to navigate difficult terrain such as mine fields. Keep moving though; bonus points await you if you clear each stage quickly enough. 

WATCH THE DASHBOARD

At the bottom of the screen is the game dashboard. This shows you important information:



At the left is your current score, followed by the most recent checkpoint your tank has passed. To the right are your remaining tanks and elapsed time.

When your tank senses danger approaching, it will flash its **CAUTION** lamp where your remaining tanks displayed.



Your tank signals one of three different cautions:

- **BLUE CAUTION:** Danger from behind
- **PINK CAUTION:** Danger up ahead
- **GREEN CAUTION:** Danger from above


LEARN THE COURSE

Each course is divided into 26 segments, each ending with a checkpoint. Checkpoints are labeled A through Z. The terrain for each course is fixed, so you can use these checkpoints to get a fix on your location. With practice, you will learn the lay of the land and can plan ahead for maneuvers.



REMEMBER THE TERRAIN

Many obstacles lie ahead: Craters, rocks, and mines all appear in your path, sometimes in tricky-to-negotiate clusters.

 Some objects move, such as stalactites and boulders. The rest are a fixed part of the terrain.




KNOW YOUR ENEMIES



Aliens and smugglers are everywhere! Know what to expect from each one.



Alien saucers drop bombs on and around your tank relentlessly. They appear wave after wave...after wave.

Alien spinners  are closely related. However, rather than dropping ordinary bombs on your tank, they instead shoot special crater-makers, adding new obstacles in your path.

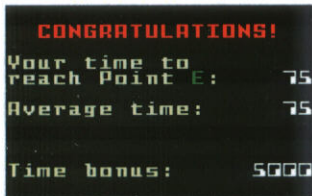


Smugglers like to sneak up on you and try to run you out of town. Keep an eye on them and you can get the jump on them instead. Each type of smuggler has a different trick up its sleeve. Learn them all and stay ahead of the game.

If that weren't enough, you also have space plants and auto-firing gun turrets to deal with!



WATCH THE TIME



CONGRATULATIONS!	
Your time to reach Point E:	75
Average time:	75
Time bonus:	5000

You have a job to do, but you must do it quickly. Checkpoints E, J, O, T and Z each show you a summary screen indicating your stage status. When you reach one of these checkpoints, your time will be compared against the benchmark time for reaching that checkpoint. Beat the benchmark and you get awarded a time bonus.



SCORING BIG

Points are awarded for clearing obstacles, destroying enemies, and completing your patrol in a timely manner. New tanks are awarded when your score gets to certain levels.

Object	Jumping	Shooting
Saucers	-	1250
Spinners	-	2000
Smugglers	-	Random
Rocks	500 / 750 / 1000	1000
Craters	500 / 750	-
Boulders	500	500
Land Mines	500	-
Stalactites	-	Random
Gun Turrets	500	2000
Space Plants	500	Random

TIPS

- Shoot objects instead of jumping them for higher scores.
- Slow tanks make an easy target. Put the pedal to the metal!
- You can not outrun smugglers but it sure is fun trying.
- Saucers and spinners on Mercury are so nasty, they command a premium!
- Connect the ECS unit for enhanced music and sound FX!



CREDITS

Game Design, Sound Effects, Graphics and Programming

Joe Zbiciak

Level Design

David Harley

Music

Arnauld Chevallier

Hardware

Chad Schell & Joe Zbiciak

Manual

Joe Zbiciak

Original Artwork (*box, overlay, and manual*)

Teresa Zbiciak

Box and Overlay Design

Oliver Puschatzki

Producer

David Harley

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