



Screen pictures shown  
may be different machine  
versions of game



Join our traps and keepers in this fun filled action packed outdoor paper  
Nimble and nimble waddlers Park Patrol draußen in Firebird diesen  
lustigen, abenteuerlichen Schabernack teil!  
Avez vous saisi le virus amusant et grand air nos intrépides gardiens de  
parc vous aiment de tout faire?  
Unedici stia iobtri intrapide gvardia forestali in questa aria vagazzia? apertu  
molto divertente e piena di azione!  
Unete a noi intrapidos guardias del parque en esta juego feroz le locura y  
travesuras a aire libre!  
Staf digittals parker ut fortledede op ja anend og ver med i disse store  
handlinger at ledt ra mesten!  
Dee mee mal oom  
oedem emre de parkesack  
in dit open luchtspel vol  
actie en plezier!  
JOY STICK ONLY



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PARK PATROL

CBM  
64/128

SILVER  
199  
RANGE

COMMODORE 64/128

# PARK PATROL



199 Silver range\*

**CBM 64/128**

Booty  
Cylu  
Seabase Delta  
Raging Beast  
Thrust  
Caverns of Eriban  
Freak Factory  
Ninja Master  
Harvey Headbanger  
The Happiest Days  
of Your Life  
Warhawk  
Galaxibirds  
Spiky Harold  
Mad Nurse  
GoGo the Ghost  
Twinky Goes Hiking  
Collapse  
Microhythm  
The Prince  
Thrust II  
Chicken Chase  
Park Patrol

**CBM 16**

Runner  
Shark  
Netrun 2000  
Fury  
Goldrush  
Into the Deep  
Booty  
Torpedo Alley  
Spiky Harold  
Harvey Headbanger

**Atari**

800/800XL/130XE  
Warhawk  
Thrust  
Collapse  
Ninja Master  
Caverns of Eriban

**Spectrum**

Booty  
Shorts Fuse  
Cylu  
Spiky Harold  
Seabase Delta  
The Wild Bunch  
Helicopter  
Ninja Master  
Buccaneer  
Rebelstar  
Thrust  
The Happiest Days  
of Your Life  
Kings Keep  
Gyron Arena  
Bombscare  
Kai Temple  
Spike  
Star Firebirds  
Olli and Lissa  
Harvey Headbanger  
Gunstar  
Chicken Chase  
Megabucks  
Thrust II

**Amstrad**

Spiky Harold  
Thrust  
Harvey Headbanger  
Ninja Master  
Collapse  
Bombscare  
Wild Bunch  
Booty  
Shorts Fuse  
Seabase Delta  
Star Firebirds  
Cylu  
Helicopter  
Rebelstar  
Chicken Chase

\* Correct at time of printing

## HEY THERE!!!

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Type of computer .....

Free Silver game of your choice.....

Address .....

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..... Postcode.....

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# PARK PATROL

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## THE GAME

There is trouble down at Papatoetoe Park, the old keeper Percy Nuttling has had a nervous breakdown and the place has gone to the dogs! You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park. As Park Ranger you will be equipped with a raft, snake repellent, and a few morsels of nourishment. Your task is to clear the litter up, watch for swimmers in distress and keep the park wildlife in line. Papatoetoe Park though, is no place for whimps and is full of hazards such as swamps, snakes and swimmers who will sink your raft, river logs and food stealing ants! Lastly, rangers may savour the fruit of a mysterious plant, located near the supply hut, and experience its strange effects. Keep your calories up and move on out!

## LOADING

### COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the reworded cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

### COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

*NOTE: Full loading instructions can be found in your Commodore Manual.*

## PLAYING THE GAME

Park Patrol can be played with a joystick connected to Port 1 of your Commodore.

Press F5 to display the menu, any changes can be made by the use of Joystick/fire button. On land, press FIRE to hop over objects. Move over litter to pick up, while swimmers can be saved by sailing into them. Walk into ants or kick them from behind to retrieve stolen food. The bottom of the screen indicates amount of litter, and level of calories which can be revitalised in the supply hut or from stolen ant food. A flashing 'Help' indicates a swimmer in distress.

## SCORING

- 100 points for each piece of rubbish collected.
- Bonus points for remaining energy and supply calories.
- A bonus ranger every 20000 points.
- 5000 points and 1000 calories per rescued swimmer.
- 5000 points for successfully dancing on a log.
- 200 points for sailing over a turtle.

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