

# ***Space Panic***

- \* For one or two players
- \* Select from four skill levels

Plays like the SPACE PANIC arcade game!

## **GAME DESCRIPTION**

Coleco's challenging SPACE PANIC pits your Spaceman against the cunning Space Monsters who are out to get him. Make your Spaceman dig holes in girder floors to trap the monsters. Then quickly fill them over and make the monsters fall through to their doom. But be careful! Some monsters must fall more than one floor to meet their fate. Race your Spaceman along girders and up and down ladders to avoid them. Can you eliminate all the Space Monsters before your oxygen runs out?

## **GETTING READY TO PLAY**

- \* Make sure the COLECOVISION console is connected to TV and power supply is plugged into the console. Then plug the power supply into a 110/120 volt AC outlet.
- \* TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- \* To play one-player SPACE PANIC, use the controller in Port 1 (the rear jack). To play two-player SPACE PANIC, use both controllers.
- \* ALWAYS MAKE SURE COLECOVISION UNIT IS OFF BEFORE REMOVING OR INSERTING A CARTRIDGE. Turn Off/On switch to On after cartridge is inserted.

## **USING YOUR CONTROLLERS**

**NOTE:** For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

### **How to Use Buttons and Control Stick for SPACE PANIC**

1. Keypad: Keypad Buttons 1-8 allow you to select the Game Option you want to play. Pressing \* after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. Control Stick: Push the Control Stick left or right to make

**your Spaceman run in that direction. Push the Control Stick up or down to make your Spaceman climb up or down only if he is below or above a ladder.**

- 3. Side Buttons: Press the left Side Button to make your Spaceman dig a hole. Press the right Side Button to make your Spaceman fill a hole.**

## **HERE'S HOW TO PLAY**

**NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's Spaceman is eliminated.**

**STEP 1: Get ready for action.**

**Press the Reset Button. The Title screen will appear on your TV. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.**

**STEP 2: The panic begins!**

**The first of your Spacemen appears and runs to the center of ground level. Move him across girders and up and down ladders to avoid being captured by Space Monsters.**

**STEP 3: Can you dig it?**

**Trap Space Monsters by digging holes in girder floors. But be careful! You can't dig too closely in front of a ladder. And there must be enough room for the hole to fit.**

## **ADDITIONAL TIPS FOR DIGGING**

**Here are some helpful hints on digging holes and refilling them:**

- 1. Move your Spaceman to a wide section of a girder floor and practice digging a hole and refilling it. Note how wide the hole is.**
- 2. After your Spaceman has dug a hole, move him away from it. Now move him back and try to refill the hole. Note how your Spaceman must stand in just the right spot to refill the hole.**
- 3. After your Spaceman has dug a hole, refill only a portion of the hole. Note how your Spaceman cannot cross over it.**
- 4. Dig another hole. Note how your Spaceman can easily jump through a hole without hurting himself. He can even jump through two, three or four holes safely!**
- 5. Your Spaceman can dig while standing on a ladder, while standing on a girder in front of a ladder or while near the edge of the screen as long as there is enough room for a hole to fit.**

**STEP 4: Filling the bill.**

Once a Space Monster falls into a hole, fill the hole quickly before the monster can escape. Then watch it fall to its doom! But watch out! Some Space Monsters must fall through more than one floor to be eliminated. Can you dig holes on different levels, one above another, to send them falling?

#### A FEW WAYS TO SCORE POINTS IN SPACE PANIC

**STEP 5: More digging, more filling.**

Clear the screen of all Space Monsters to move on to the next level of play. Work quickly! The more oxygen that remains when the screen is free of monsters, the bigger the bonus you get. The game ends when all your Spacemen have been eliminated.

**STEP 6: Starting over.**

Press \* to replay the SPACE PANIC Game Option that you have been playing. Press # to return to the Game Option Screen.

**NOTE:** The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

#### SCORING

	Creature	Boss	Don
Falls 1 Floor	100	--	--
Falls 2 Floors	200	300	--
Falls 3 Floors	300	500	800
Falls 4 Floors	500	800	1200

You score points each time you eliminate a Space Monster. A "Creature" (red) must fall through one floor to be eliminated. But "Boss" (green) must fall through two floors and "Don" (blue) must fall through three floors to be eliminated.

If the falling monster falls on another monster, you earn extra points!

The Oxygen Remaining Timer is also a Bonus Timer. When all Space Monsters on one level have been eliminated, the number displayed in the Bonus Timer is added as points to your score.

In games played at Skill 1, each player receives five Spacemen per game to start. In games played at all other skills, each player receives three Spacemen per game to start.

A bonus Spaceman is awarded when a player's score reaches 5000 points

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