

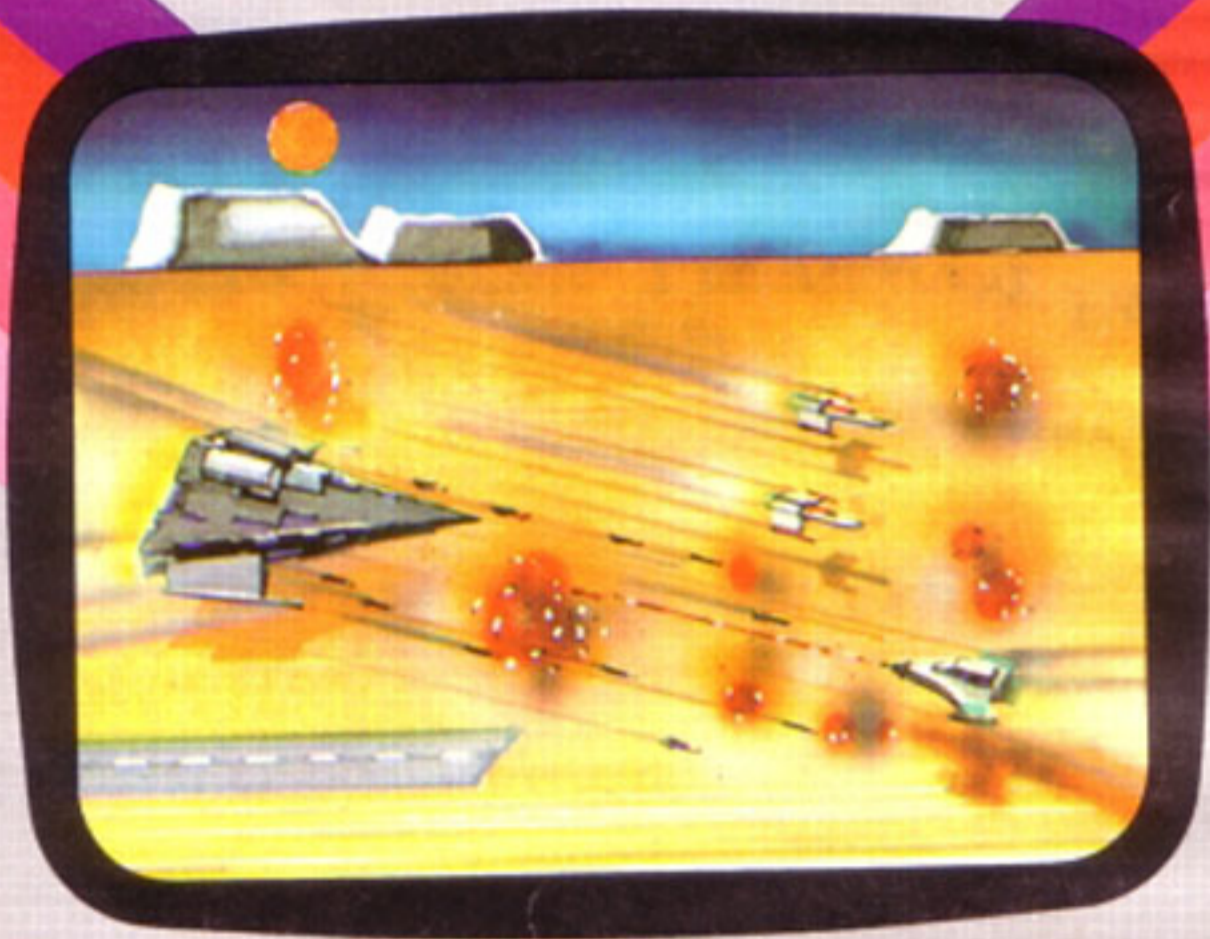
SPECTRAVIDEOTM

VIDEO GAME CARTRIDGE

PLANET PATROLTM

ONE OR TWO PLAYERS
FOR THE ATARI® VIDEO GAME SYSTEM
AND SEARS VIDEO ARCADE

INSTRUCTION MANUAL



ATTENTION ALL PILOTS!

All leaves have been **CANCELLED!**

Return **IMMEDIATELY** to your STAR BASE.

The PLANET "**SPECTRA**" has been invaded by T.I.A.'s
(Troublesome Invading Aliens).

ENCLOSED ARE YOUR ORDERS.

Destroy the **ENEMY BASES** and rescue the brave pilots
stranded during the invasion!

TABLE OF CONTENTS

Content	Page
SQUADRON COMMAND	2
GETTING STARTED	4
PLAYING THE GAME	5
END OF GAME	7

Welcome to STAR BASE SQUADRON COMMAND.

You have been recalled from your leave because PLANET "SPECTRA" in SECTOR "S" GALAXY has been invaded.

Each pilot will be given a **MISSION CARTRIDGE** with the latest laser films of the planet surface.

The "T.I.A.'s" have installed **MISSILES BASES** throughout the planet surface.

They are known to be placed in groups of 3.

After you enter the PLANET STRATOSPHERE, search and destroy all **ENEMY BASES**.

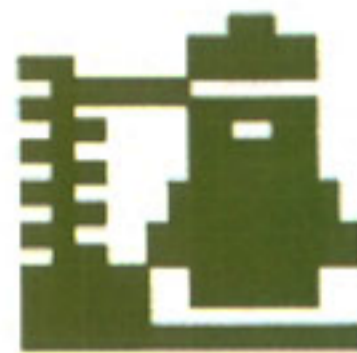
Our advance landing parties have constructed landing strips for refueling. Watch your fuel level and refuel whenever possible.

The enemy will fire **DRONE MISSILES** at you, shoot as many of these down as possible.

ALERT! ALERT!

Enemy has secret weapons! — **HEAT SEEKING TORPEDOS**. They cannot be destroyed. Avoid contact!

THIS IS THE ENEMY!



MISSILE BASE



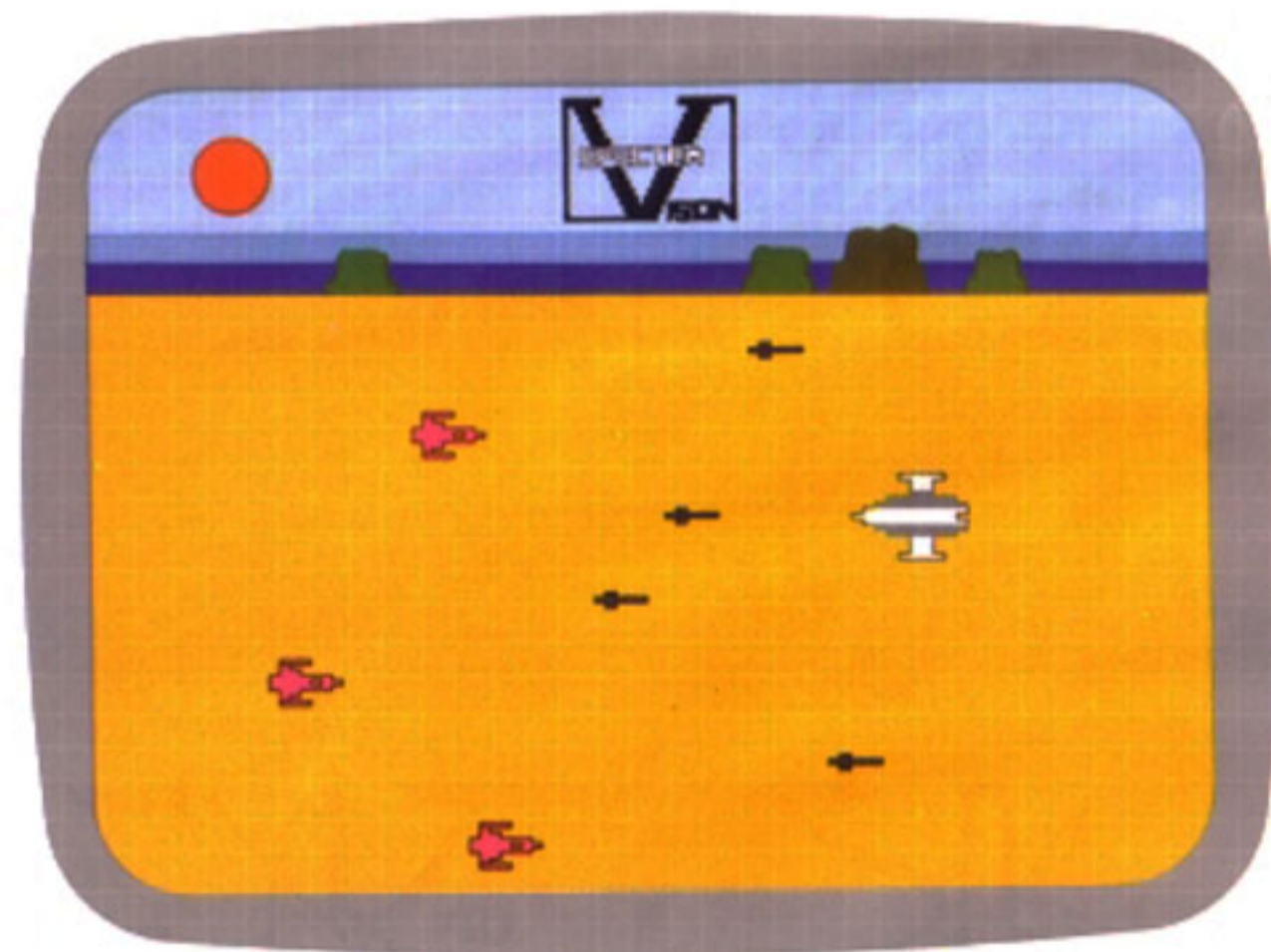
DRONE MISSILES



HEAT SEEKING TORPEDOS

SPECIAL INTELLIGENCE REPORT

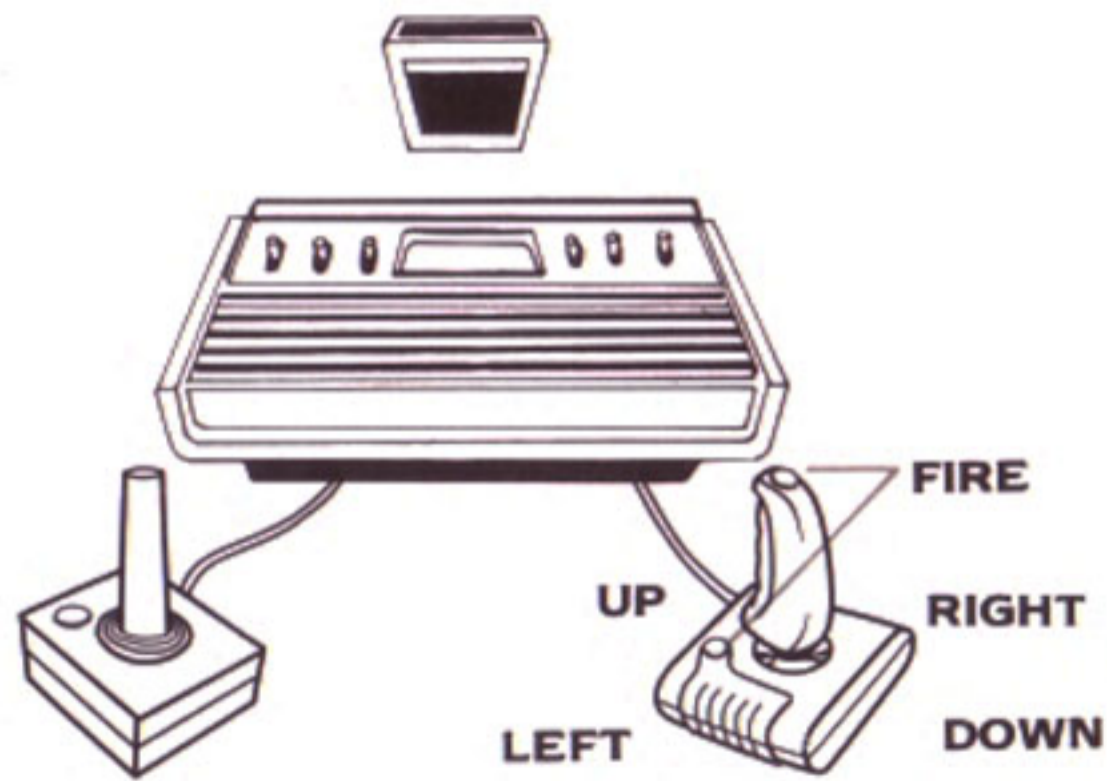
Force fields have been detected in front of enemy MISSILE BASES. Failure to destroy all bases will cause destruction of your VESSEL.



LASER FILM OF PLANET

GETTING STARTED

1. HOOK UP GAME CONSOLE
2. INSERT CARTRIDGE — make sure power switch is always in the "OFF" position when installing cartridges.
3. TURN CONSOLE "ON"
4. "A" SMALL VESSEL (BEGINNER)
"B" LARGE VESSEL (ADVANCED)
5. DEMO MODE DISPLAYED
6. SET GAME SELECTOR
GAME 1 — ONE PLAYER
GAME 2 — TWO PLAYERS
CHILDRENS GAMES (SLOWER PAGE)
GAME 3 — ONE PLAYER
GAME 4 — TWO PLAYERS



PLAYING THE GAME

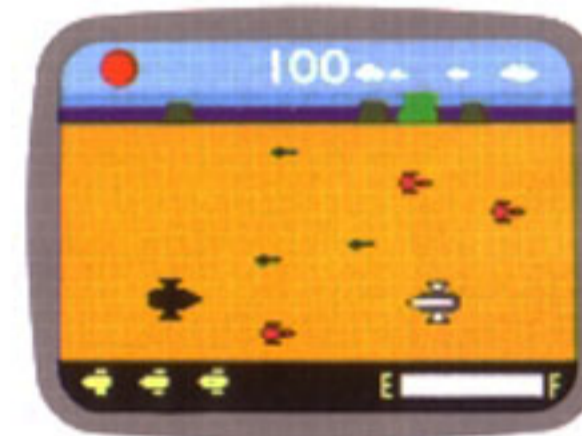
TABLE OF POINT VALUE

PHASE	1	2	3	4	5
DRONE MISSILE	10	20	30	40	50
RESCUE	100	200	300	400	500
BASE STATION CLUSTER	200	400	600	800	1000

You start the game with **4 PATROL VESSELS** and **FULL TANK OF FUEL**.

Destroy as many **DRONE MISSILES** for point scoring.

Pass directly over stranded pilot to rescue and get your deserved bonus successful rescue indicated by sound effect.



RESCUE



BASE STATION

After the rescue you will approach the enemy bases. You must destroy all 3 bases before you pass the force field failure to do so will destroy all your **VESSELS**.

After you have destroyed **A ENEMY BASE CLUSTER**. You must avoid collision with the **DEBRIS** from the explosion. Maneuver patrol vessel accordingly.



DEBRIS



REFUEL

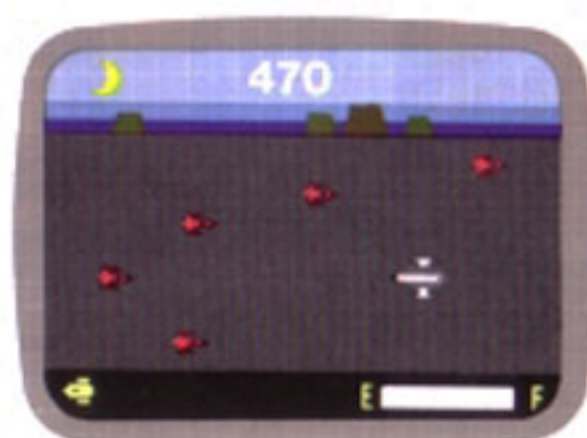
REFUELING

After **ENEMY BASES** are destroyed permission will be granted to land and refuel.

Be sure to land properly or refueling cannot be completed.

NIGHT PATROL

As you approach the dark side of the **PLANET**, darkness will set in. Your **SULFA-SEEKER NIGHT SIGHT** will be operated whenever you fire your laser.



NIGHT

BONUS VESSELS

You are awarded **BONUS VESSEL** every 10,000 points you can store a maximum of **4 VESSELS** at any time.

The game is over when —

1. All your **VESSELS** are destroyed.
2. You run out of fuel.
3. You are destroyed by **FORCE FIELD**.
4. You score 999,999 points.

RANK

0—990	PRIVATE
1,000—9,900	SQUADRON LEADER
10,000—99,900	CAPTAIN
100,000—999,999	SPACE ACE



**FOR THE ATARI®
AND SEARS VIDEO
GAME SYSTEM**

SPECTRAVIDEO™



© 1983 Audio Visual by SPECTRAVIDEO INTERNATIONAL LTD.

MODEL NO. SA202

PRINTED IN HONG KONG