



GLACIER PATROL™

I N S T R U C T I O N S

(For 1 or 2 Players)

Using a joystick, you must maneuver and fire to melt the parachuting ice blocks. Watch out for the giant snowballs, which will knock you down.

For Your Atari* 2600 Game System

* ATARI is a trademark of ATARI INC.

THE GAME

Night has fallen over the North Pole and you are on guard duty. A mysterious Aquafreze craft glows in the sky and you realize the beings directing the craft are not friendly, when they begin dropping what appear to be large ice blocks, which in reality are semi-intelligent invasion devices. These devices are attempting to build a protective wall to shield the invaders' advance. You perceive the danger to the Earth if the wall is completed. You quickly draw your heat ray pistol and begin Earth's final defense.

As you desperately melt the invasion devices, you realize that as you try to run under the ice wall, your bio-chemical reactions are inhibited, which causes you to slow down.

When you were sent to polar station Freedom, you thought a cold war was propaganda; how wrong you were. Can you hold out till the sun comes up?

SCORING

Destroying ice block before the parachute has opened = 90 points

Destroying ice block while parachute is opening = 70 points

Destroying ice block with parachute = 50 points

The dawn appears every 10,000 points which melts the ice wall. Bonus points are awarded for every ice block that is not in the wall at this time.

GAME CONTROLS

Left joystick controls player 1

Right joystick controls player 2

Joystick	Action
Left	Player moves left
Right	Player moves right
Down	Player jumps
Up	No action

Fire button controls heat ray.

Player cannot move while firing.

DIFFICULTY SWITCHES

B — novice — heat ray fires faster

A — pro — heat ray fires slower

SHIP CONTROL

When playing game 2 or game 5, the non-shooting player controls the enemy ship.

GAME MENU

Game Number	Number of Players	Snowballs	Ship Control
1	1	Y	N
2	2	Y	Y
3	2	Y	Y
4	1	N	N
5	2	N	Y
6	2	N	N

WARNING

The game unit must be turned off when inserting or removing the GLACIER PATROL™ game cartridge

90 DAY LIMITED WARRANTY

TELEGAMES warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

TELEGAMES USA
BOX 901
LANCASTER, TX75146

TELEGAMES UK
KILBY BRIDGE, WIGSTON
LEICESTER LE81TE

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

THIS PRODUCT IS MANUFACTURED UNDER WORLDWIDE LICENSE BY

TELEGAMES