

SPECTRAVISION™

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MODEL NO:SA202

PRINTED IN HONG KONG

SPECTRAVISION™

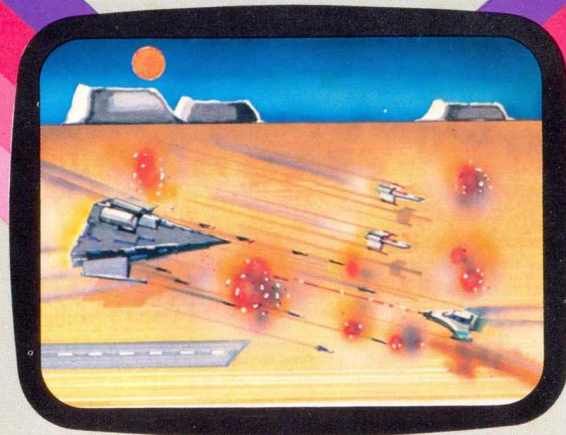
VIDEO GAME CARTRIDGE

**PLANET
PATROL™**

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!

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FOR THE ATARI®
VIDEO GAME SYSTEM
AND SEARS VIDEO ARCADE

SQUADRON COMMAND

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.

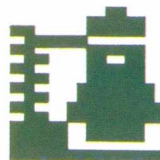
The enemy will fire **DRONE MISSILES** at you, shoot as many of these down as possible.

ALERT! ALERT!

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

SQUADRON COMMAND

THIS IS THE ENEMY!



MISSILE BASE



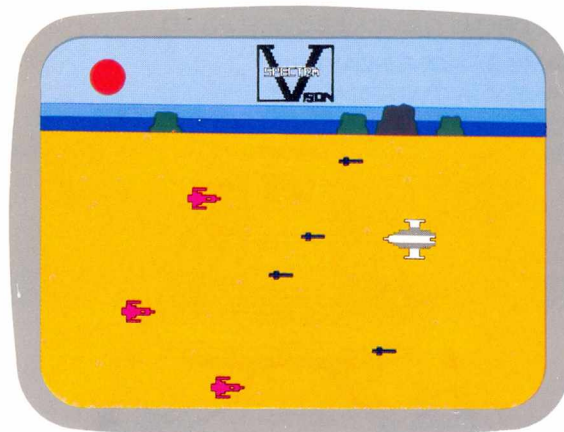
DRONE MISSILES



HEAT SEEKING
TORPEDOS

SPECIAL INTELLIGENCE REPORT

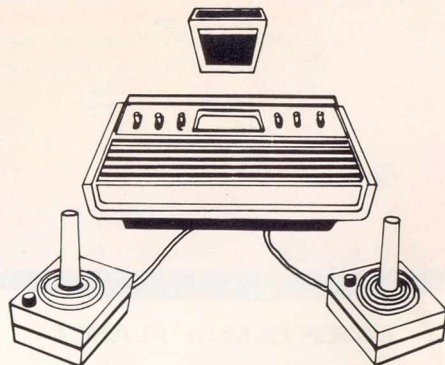
Force fields have been detected in front of enemy MISSILE BASES. Failure to destroy all bases will cause destruction of your VESSEL.



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**.

PLAYING THE GAME

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.

GAME OVER

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

WARRANTY

VIDEO GAME CARTRIDGE LIMITED 90 DAYS WARRANTY

Spectravision warrants to the original consumer purchaser of this Spectravision video game cartridge that it will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. Spectravision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Spectravision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Spectravision. **Any implied warranties applicable to this cartridge are limited to the 90 days period described above. In no event will Spectravision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

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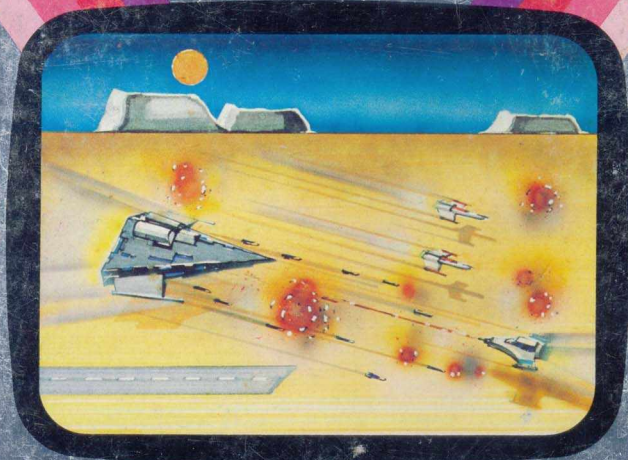
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SPECTRAVISION™

VIDEO GAME CARTRIDGE

PLANET PATROL™

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VIDEO GAME SYSTEM
AND SEARS VIDEO ARCADE



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PLANET PATROL™

You're an ace fighter pilot patrolling and protecting the galaxy. You are constantly being attacked by evil forces who try to destroy your planet. You have to dodge incoming missiles and you have to destroy the enemy before it destroys you. Your assignment takes you from daylights to night missions and in your adventures, you have to rescue a downed plane. Periodically you have to make refueling stops. The graphics are true to life. Planet Patrol is destined to become a universal hit.



PLANET PATROL™ HAS:
— FOUR GAMES
— TWO DIFFICULT SKILL LEVELS
— MAXIMUM SCORE 999999



USE WITH JOYSTICK
ONE OR TWO PLAYERS

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SPECTRAVISION™ games have:
* MORE REALISTIC SOUND EFFECTS
* MORE COLORFUL GRAPHICS
* MORE ACTION AND CHALLENGE
* INTRODUCTION OPENING
DEMONSTRATION OF THE GAME
AND FINING
* MORE SKILL LEVELS
* BONUS POINTS



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