

PARK PATROL™

TROUBLE IN TIMBERLAND

Let us remind you. As Ranger of Poconose Park, you have a tremendous responsibility. Clean up the litter. Keep your eye on the swimmers. And, whip those wild forest creatures in line. Go to it!

INSTRUCTIONS FOR THE
COMMODORE 64™ DISK

ACTIVISION®

GETTING STARTED

- Insert disk. Type LOAD "*", 8,1 and press RETURN. Then follow on-screen instructions.
- Hit RUN STOP to pause during game.
- Hit RESTORE while holding RUN STOP to return to title screen.

CUSTOMIZER OPTION

- Press F5 to display the menu screen. You now have the option to change gameplay as follows:
- First, move Joystick 1 to move the cursor to any level or category. Then press the red button to make desired change.
- Move cursor to Save Menu and press the red button.
- Move cursor to Load Menu and press the red button.
- Return to title screen and begin play.

PATROLLING THE PARK

Move the Joystick right or left to patrol. Press the red button to enter/exit your raft and release snake repellant in the water. On land, press the red button to hop over objects. To pick up trash, move over it. To rescue drowning swimmers, sail into them.

PERFORMANCE CHART

Use the chart at the bottom of the screen to monitor your work. It shows how many pieces of litter remain, and it tracks your energy level. When energy falls below 1000 CALS (calories), reenergize by walking into the supply hut, or reclaiming stolen supplies from giant ants (see Dangers). Also, a flashing "HELP!" means a swimmer is in trouble. Swimmers always swim near supply hut.

DANGERS IN THE PARK

- Beware of swamps! They'll swallow you up. If the terrain looks funny, walk around that spot!
- Sneaky snakes can deflate your boat. Force them to dive with your snake repellant. But remember, each blast costs 200 energy cals.
- Turtles are quite harmful on land, but once lured into the water they can be sailed over for points. Blue turtles cannot be lured into the water.
- Giant ants will steal your food. Walk into them from the side or kick them from behind to retrieve stolen supplies.

- Logs should be steered around. But, if you're really adventurous, try dancing on one for big points. Just hit the log head-on at top speed and stay on until the bar at the lower right of the screen turns blue.
- Swimmers can deflate your raft if touched when they're not in trouble.

POWER PLANT

Strange things live in the forest. Like the mysterious plant that grows just to the left of the supply hut. Touch it and you'll hear a ringing sound as it grows. When the plant is fully grown, eat from its power fruit by pressing the Joystick button and watch yourself take off!

REWARDS

- 100 points for each piece of trash.
- Bonus points for remaining energy and supply cals at the end of each level.
- A bonus ranger every 20,000 points.
- 5000 points and 1000 supply cals for each rescued swimmer.
- 5000 points for successfully dancing on a log.
- 200 points for sailing over a turtle.

Game ends when Rangers' lives are gone or when Ranger needs energy and your supply hut is empty.



Skillfully designed by Tony Ngo

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