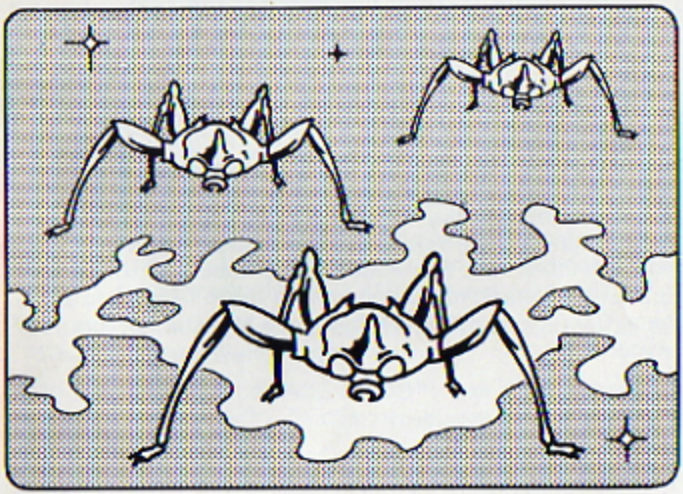
COLECO VISION™

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CARTRIDGE
INSTRUCTIONS

SPACE PANIC™

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

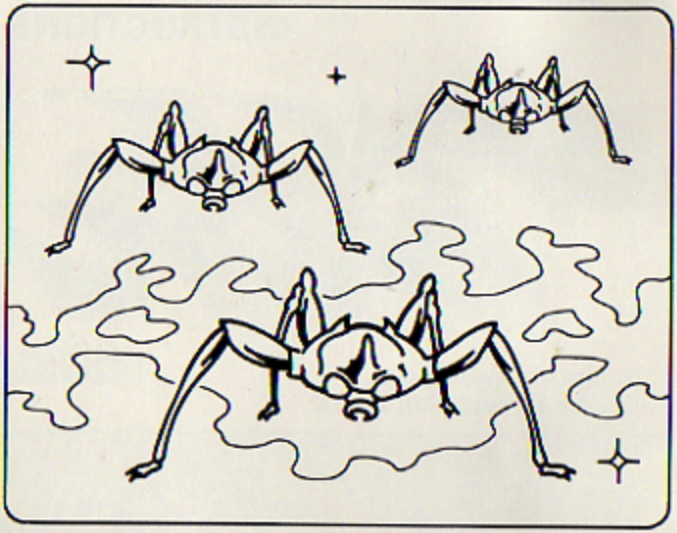
by UNIVERSAL



Plays like the SPACE PANIC™ arcade game!

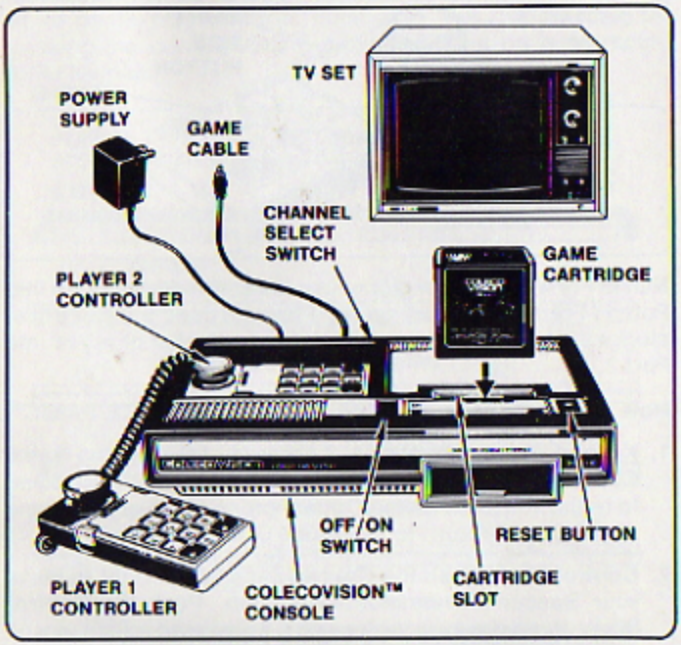
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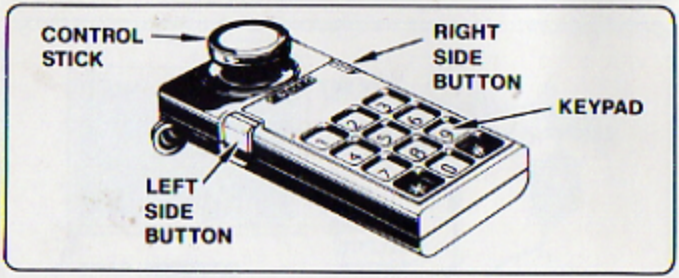
Coleco's challenging SPACE PANIC™ pits your Spaceman against the cunning Space Monsters who are out to get him. Make your Spaceman dig holes in girder floors to trap the monsters. Then quickly fill them over and make the monsters fall through to their doom. But be careful! Some monsters must fall more 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™

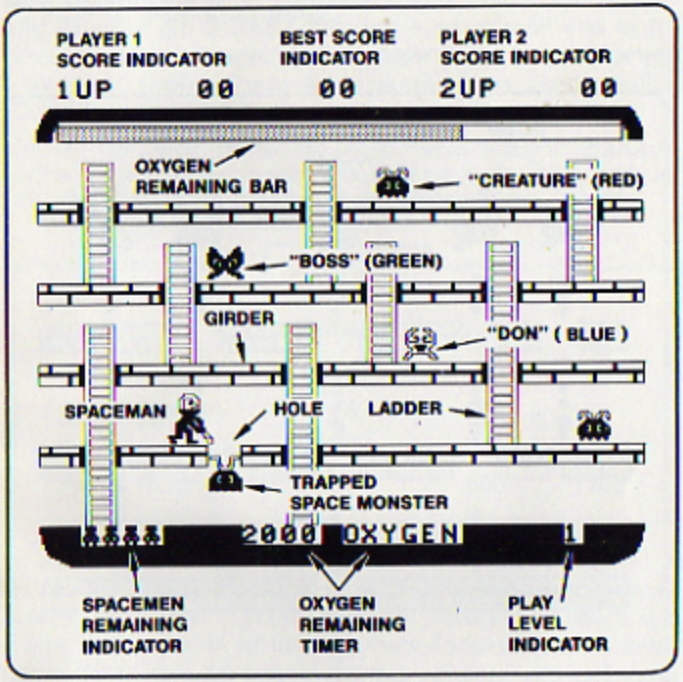
1. **Keypad:** Keypad Buttons 1–8 allow you to select the Game Option you want to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **Control Stick:** Push the Control Stick left or right to make your Spaceman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

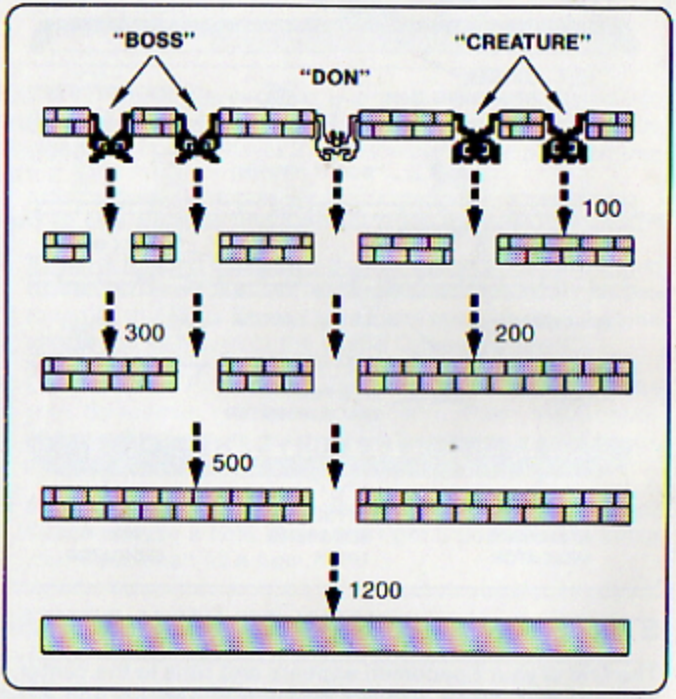
The first of your Spacemen appears and runs to the center of ground level. Move him across girders and up and down ladders to avoid being captured by Space Monsters.

STEP 3: Can you dig it?

Trap Space Monsters by digging holes in girder floors. Once a Space Monster falls into a hole, fill the hole quickly before the monster can escape. Then watch it fall to its doom!

STEP 4: Keep on digging.

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.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SPACE PANIC™, but it is only the beginning. You'll find that this cartridge is full of special features to make SPACE PANIC™ exciting every time you play. Experiment with different techniques — and enjoy the game!



90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to:

Coleco Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager



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