BANK PANIC™

BANK

CASHEK

WANTED

$ 1000
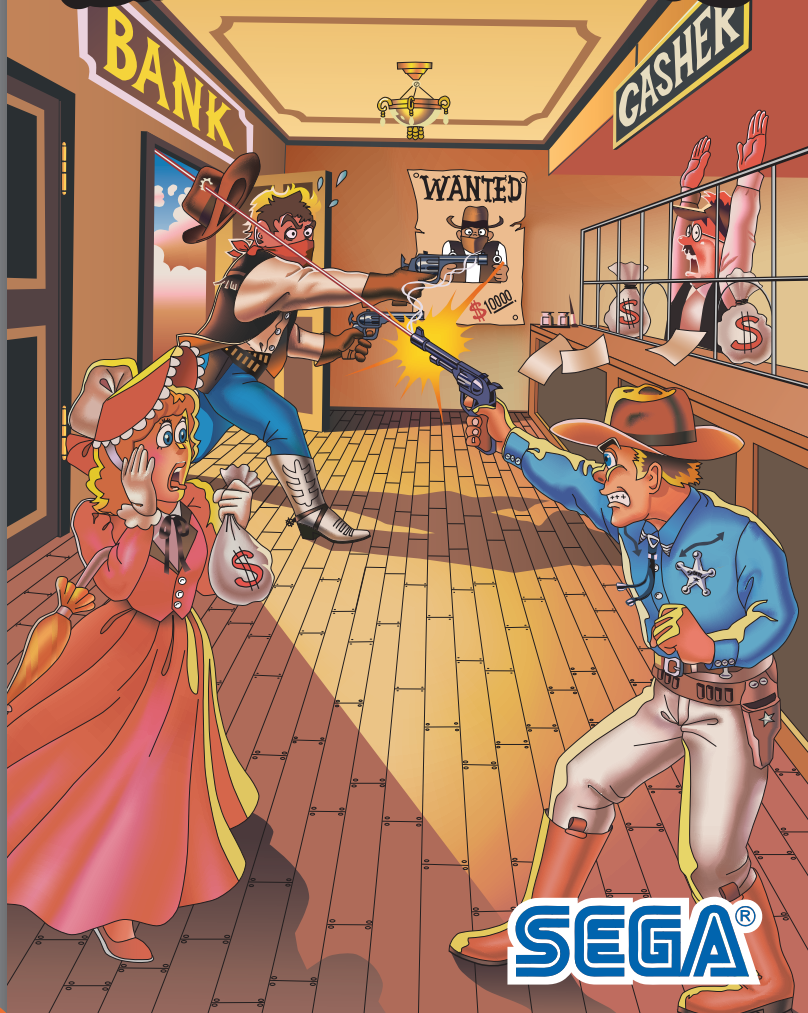
SEGA®

INSTRUCTION MANUAL

Thank you for selecting the Bank Panic game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.
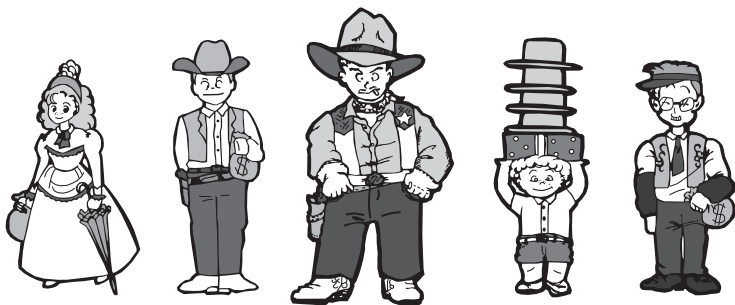
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OUR TOWN NEEDS A NEW SHERIFF

Originally, you were only passing through this small yet busy town, which was bathing in the effervescence of several nearby gold mines. The gold rush was attracting all kinds of people from all over the country, from honest workers living the dream, to crooks who were eager to steal those dreams away.

The local sheriff had been shot dead during a bank robbery just days ago, and the mayor was desperate enough to give the job to just about anyone who could shoot a gun. Luckily for him, you happened to be one of the best sharp-shooters in the state, and the offered salary was right up your alley. So you gladly accepted filling the sheriff's position, and stop the town from becoming lawless.

Your first few days on the job were stressful, but you managed to get the job done, and earn the respect of the locals in the process. You quickly discovered that your town's biggest law enforcement problem was the threat of bank robbers, who had the shameless habit of popping up at any time and hold up the town's largest bank. You then decided to take the bull by the horns, and appointed yourself as the bank's security officer, at least until the robbers had learned their lesson.

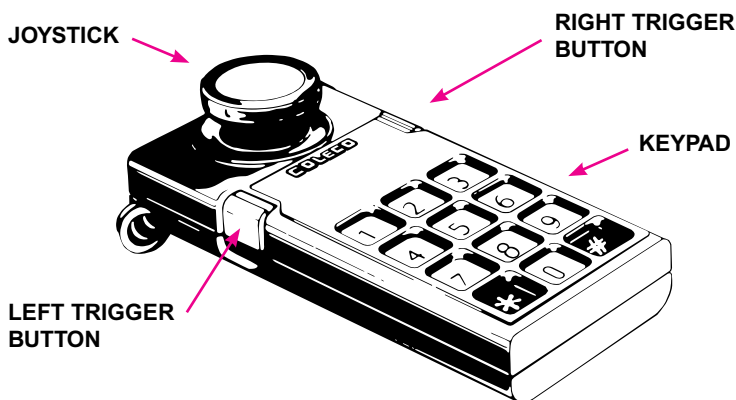Little did you know how crazy things were about to get...

GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

Any compatible controller should normally function with Bank Panic, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play. You can, however, plug a standard ColecoVision controller into port #2, and use the numeric keypad on the second controller at any time.

Insert the Bank Panic game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)

JOYSTICK

RIGHT TRIGGER BUTTON

KEYPAD

LEFT TRIGGER BUTTON

USING THE CONTROLLER

On the title screen, press either trigger buttons on player 1's controller to start a one-player game, or press either trigger buttons on player 2's controller to start a two-player game. In the two-player game, players take turns playing the game: When one player loses a life, control is given to the other player, who will restart at the same level where the previous life was lost.

On the "LEVEL SELECT" screen that follows, you have 5 seconds to select your starting game level: Press the left trigger button to select LEVEL 1, move the joystick up or down to select LEVEL 3, or press the right trigger button to select LEVEL 6. If the 5-second timer runs out, LEVEL 1 is selected automatically.

During the game, move the joystick left or right to pan your field of vision in either directions. Note that you cannot pan while a door is open on the screen. You must wait until all doors are closed before you are allowed to pan.
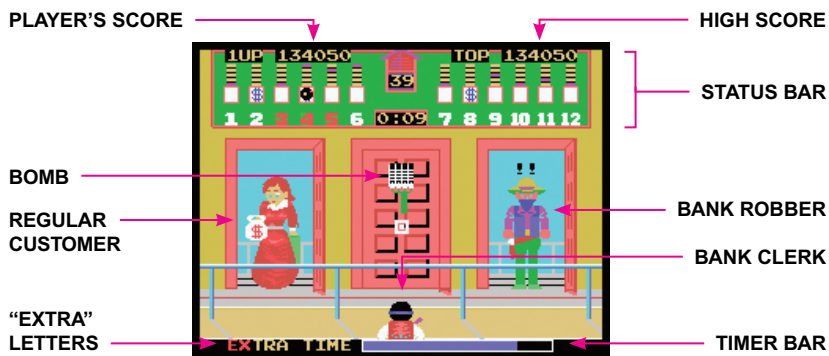
The three square-shaped target points on the screen indicate where you can shoot your gun. Press the left trigger button on your controller to shoot your gun at the left-most target point, press the right trigger button to shoot at the right-most target point, or press the joystick up or down to shoot at the middle target point. With this setup, it's possible to shoot at two (or even three) target points simultaneously.

Press the [*] key on the numeric keypad to pause the game at any time. Press the [*] key again to resume play. This works on both controllers.

Once you've lost all your lives, you will be returned to the game's title screen.

HOW TO PLAY

The main lobby of the bank building has twelve numbered doors, through which customers and outlaws alike can enter. You can only see three doors at a time on the screen, so to view the other doors, you must pan your field of vision left and right with the joystick. If you keep panning, you will eventually loop back to the first/last door in the sequence.

PLAYER'S SCORE ——————————————

HIGH SCORE

STATUS BAR

BOMB ——————————

REGULAR CUSTOMER ——————

BANK ROBBER

BANK CLERK

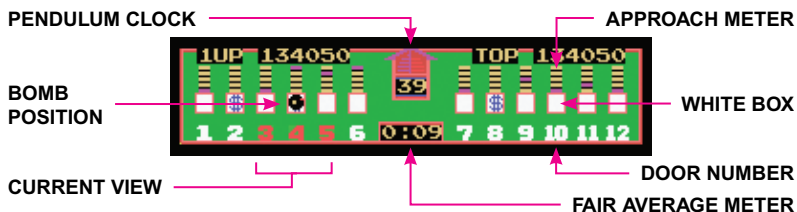"EXTRA" LETTERS ——————

TIMER BAR

Doors will open periodically, revealing either a regular customer who will deposit a money bag, or a bank robber. You must never shoot a regular customer, or else you will lose a life.

You can tell robbers apart from regular customers from how they cover their faces, and also the "**!!**" symbol over their heads. The first thing a robber will do upon entering will be to try to take you down before robbing the bank. You must shoot robbers before they fire their guns, otherwise you will lose a life.

An outlaw may occasionally attach a bomb to a door. A special alarm will sound when a bomb is set, and you can use the status bar to determine on which door the bomb is. You must pan over to the door in question and shoot the bomb to disarm it. Fail to disarm the bomb before its timer reaches zero and you will lose a life.

THE STATUS BAR

The status bar at the top of the screen holds a wealth of information, which you will need to monitor continuously during the game.

PENDULUM CLOCK　　　　　　　　　　　　**APPROACH METER**

BOMB POSITION

WHITE BOX

CURRENT VIEW

DOOR NUMBER

FAIR AVERAGE METER

Each door is represented on the status bar by three components: an approach meter, a white box and a white door number.

The approach meter indicates how far away from the door a customer is, with the red bar going down the meter as a customer approaches the door. A red bar resting on top of the white box indicates that a customer has arrived and is waiting behind the door.

The white box indicates if at least one money bag has been deposited by a regular customer via the door. When a deposit is made, a "**$**" symbol appears in the white box. To complete a level successfully, all twelve white boxes must contain a "**$**" symbol, and you must do this before the timer bar at the bottom of the screen runs out, or else you will lose a life.

At any given moment, the numbers of the three doors you are currently watching are marked in red in the status bar.

When a bomb is set on a door, the pendulum clock at the center of the status bar will indicate how much time you have left to disarm the bomb.

The timer-like scoreboard under the pendulum clock is the "fair average" meter. This meter indicates your current average of fair shot times.

SHOOTING ROBBERS

Your main job is to shoot the robbers, and you can do this as soon as a door opens. However, this is deemed an "unfair" shot, which is worth only a small amount of points. To make your shot "fair" and score more points, you have to wait until a robber draws his gun, in true old-west fashion.

When the robber's gun is drawn, a timer appears over his head. This timer will decrease quickly. You have roughly half a second (less in the later levels) to fire a bullet before he shoots you. The longer you take, the more the timer will decrease, and the more points you will score. When a robber is shot, a wanted poster appears, showing if the shot was fair or unfair, together with your score.

If you manage to shoot a bank robber with a "0:00" fair shot delay, you score the maximum points. If the robber was wearing a green shirt and a red vest, one of the "EXTRA" letters in the bottom left corner of the screen will turn red. When the fifth letter has turned red, you will earn an extra life, and immediately move on to the next level of the game, in addition to scoring special bonus points.

Keep in mind that some robbers will require more than one shot to kill, so keep your eyes peeled for those tough guys.

The "fair average" meter in the status bar indicates the average remainder of time taken to shoot robbers fairly, and this average is recalculated each time you make a fair kill (unfair kills are not included). At the end of a level, if your average is 0:10 seconds or below, you will score bonus points.

SCORING (during the game)

Regular customers can deposit more than one money bag via the same door. The first deposit is worth 200 points, the second is worth 400 points, and the third 600 points. All subsequent deposits via the same door are worth 1000 points. Special deposits (detailed below) are worth 1000 points. When a money bag lands near a clerk at the bottom of the screen, you earn 1000 extra points.

Shooting a robber unfairly is worth only 100 points. The best fair shot delay ("0:00") is worth 5000 points for a robber wearing a green shirt and red vest, and 3000 points for all others. Longer fair shot delay points are as follows:

0:01 to 0:09	1000 points	0:20 to 0:24	600 points
0:10 to 0:14	800 points	0:25 to 0:29	300 points
0:15 to 0:19	700 points	0:30 to 0:34	200 points

For robbers that require more than one shot to kill, the individual fair shot delay scores for each shot are added up.

Special deposits happen under specific circumstances:

- Free a tied-up customer and he will deposit three money bags worth 3000 points.
- If a "**$**" symbol disappears from the status bar, a robber has stolen a deposit. This robber will be standing at the door the next time it opens. Shoot him to get the deposit back, and earn 1000 points in the process.
- If a kid appears with a stack of hats, shoot them as fast as you can for 100 points each. If you shoot them all, the kid will deposit a money bag worth 1000 points.

Some outlaws will stand behind regular customers and try to catch you by surprise. When a regular customer raises his hands, get ready to shoot the robber who will emerge. If you shoot the robber fairly, you may get a reward of 200 or 500 points for the "rescue". You know you've scored these bonus points when the customer pops his head in the door and thanks you.

Disarming a bomb (by shooting it) is worth 100 points.

SCORING (after completing a level)

After completing a level, you are awarded extra points for all the money bags that were deposited: 50 points per bag for the first 12 bags, 100 points per bag for the next 12 bags, and 150 points per bag for the last group of 12 bags. No bonus points are awarded beyond the 36th money bag.

The value of the "fair average" meter when you finish a level gives you bonus points, following the chart below:

0:00	10000 points	0:06	4000 points
0.01	9000 points	0:07	3000 points
0.02	8000 points	0:08	2000 points
0.03	7000 points	0:09	1000 points
0.04	6000 points	0:10+	0 points
0.05	5000 points		

The remaining time (in the timer bar at the bottom of the screen) gives you bonus points as well, namely 50 points per remaining time unit.

If you started the game at level 3, you will earn 20,000 bonus points for competing that level. Likewise, if your started the game at level 6, you will earn 60,000 bonus points for completing that level.

You earn an extra life at 70,000 points, 200,000 points, 500,000 points, 900,000 points, 1,500,000 points and 2,000,000 points.

If you manage to turn all the "EXTRA" letters to red (by making perfect fair shot delays on 5 red-vested robbers) you will earn an extra life, and also 20,000 points before moving on to the next level immediately.

TIPS AND HINTS

Keep in mind that you cannot pan left or right while a door is open, which can be problematic when a bomb needs to be disarmed. Furthermore, no doors will open until you allow the game screen to stop panning.

If you do not free the tied-up customer (by shooting him once) the outlaw who captured him will step in, and you'll have to deal with him like any other outlaw.

To maximize your score get "**$**" symbols in 11 of the 12 white boxes (in the status bar) as quickly as possible, and monitor other doors for extra point opportunities (from regular customers and outlaws alike) for as long as the timer bar allows.

Keep practicing to sharpen your shooting skills, and reduce the number of unfair shots as much as possible, as this will greatly improve your scoring average.

Later into the game, you'll be facing tough situations, like having two or three robbers opening doors simultaneously. In those situations, simply surviving will be more important than shooting robbers fairly.

TEAM PARTICIPANTS

- Eduardo Mello: Software port and beta-testing
- Luc Miron: Box design, game manual, cart label, software beta-testing
- Jean-François Dupuis: Software beta-testing
- Todd Scheele: Software beta-testing
- Dale Crum / Doc4: Game manual layout (http://doc4design.com)
- Oliver Puschatzki: Box printing services
- Fred Quimby: Cartridge PCB design
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso and all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.