



FALCON PATROL



VGB 6001 FOR THE COMMODORE 64
Joystick Control

FALCON PATROL

**FALCON PATROL: YOUR VTOL FIGHTER
HAS BEEN ASSIGNED THE FALCON PATROL
— IT'S A BATTLE TO SURVIVE!**
by Steve Lee

FALCON PATROL

TELEX FROM GHQ TO FALCON 1

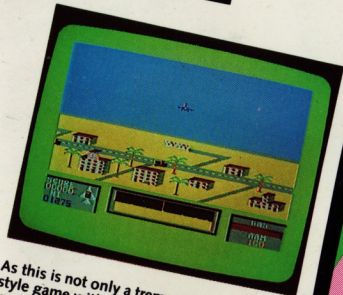
TELEX 08.00 HRS.
ENEMY ACTIVITY REPORTED AT
AIRFIELDS TO WEST AND EAST
OF AREA 'FALCON'

08.10 HRS
ENEMY AIRCRAFT AIRBORNE,
HEADING FOR FALCON OIL-FIELDS
AND AIRBASES

08.11 HRS.
SCRAMBLE FALCON PATROL....
AND GOOD LUCK!.....

As sole survivor of **Falcon Patrol** you must try and stop the attacking jets from destroying your oil installations and refuelling bases.

Your **VTOL jet** is armed with 100 anti-aircraft missiles (AAM's) and a very sophisticated radar. This radar shows your refuelling and re-arming bases and any enemy aircraft. (Their direction and altitude). To **re-fuel** and **re-arm** you must land vertically on one of your bases. Upon landing a re-fuelling warning signal will sound and be visually confirmed (along with the number of missiles being taken on board) on your **control panel**.



As this is not only a tremendous arcade-style game with very **fast action** but incorporating strategy, you must pit your wits against the enemy. Should you try and re-fuel, re-arm completely or take-off to engage the enemy with only limited fuel and ammunition. **Be warned** the enemy pilots are trained to **kill** — they show **no mercy** and will relish the chance to bomb you whilst you are helpless on your loading pad. Also the **longer** you survive the **more planes** will be put into their attack waves.

Instructions

- Joystick Control Only
- Press **SHIFT** and **RUN/STOP** keys to load the cassette.
- Plug your joystick into Port One.
- Press fire button to start game.
- Press fire button to release AAMs.

FIGHTER ACCELERATES
TO LEFT

FIGHTER RISES



FIGHTER ACCELERATES
TO RIGHT

FIGHTER DESCENDS

POINTS

● If you have a high score – select your name by moving the white cursor left or right by using the joystick, and when it is over the letter you require, press the fire button. When your name is complete, move the cursor to the dash at the end of the alphabet (e.g. XYZ-) and press the fire button.

○ An extra life is won at **3000 points**. At the start of a new patrol you must take on board a **complete tank** of fuel and **100 missiles** before you can leave.



● Steve Lee bought a ZX81 in 1981 but traded it for a Vic 20 early in 1982. In his spare time, he taught himself Machine Code programming and wrote a couple of games. To his amazement, they were snapped up for sale.

● Since leaving his last job in November 1982, Steve has concentrated exclusively on games programming for the Vic 20 and Commodore 64.

● He spends most of his time tinkering with a very old Ford Escort but what he really enjoys is spending a summer's day in the countryside fishing a nice river and then relaxing in a quiet pub with a pint of real ale. He also enjoys bird-watching and photography.

● At the age of 24, Steve is probably regarded as over the hill by the "brainbox" teenagers that you hear so much about, but there are a few more years left in him yet!

● He finds that programming requires the ability to go without food for long periods, and a patient girlfriend, since once he starts on a good idea, he loses all track of time until it is finished. It is a life or death struggle between him and the machine – will he finish the game before his brain gets scrambled? Luckily in the past he has always won!

● Steve is also the author of MISSION MERCURY available from Virgin Games for the Vic 20.

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