

Copyright Universal 1982 Written By Brian P. Sulpher E-mail: briansulpher@hotmail.com Version 1.0 Dates Written: January 1st, 2006

I dedicate this to my oh so lovely and ravishing girlfriend Jennifer Dixon! She had the vision, the audacity, and the unbelievable Christmas idea of going onto Ebay, purchasing a Colecovision, along with four controllers and five games for a guy when she herself is not a huge fan of the system or my absolute insanity for the older systems. Thanks hun, you rule the school and our roost, as always, hopefully for ever and ever (so as long as we both shall live).

Also, for Cougar, Howler, and Koonce. I miss you, and I hope you are living it up in the afterlife as you did in this world. You will always be in my memories, and you will never be forgotten.

Version 1.0

-Submitted guide on January 1st, 2006

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-----Introduction-----

 Space Panic is a somewhat unique title, pitting the not so mighty Spaceman versus the Space Monsters, with the only method of destroying them being the digging of the floors, followed by filling the hole in on top of them to drop them down to their doom. However, some monsters are tougher than others, requiring multiple floor drops in one round of attack to finish them off. This is all topped off by the fact that after the Bonus Counter runs dry, the oxygen for the Spaceman will begin to deplete, signaling he must hurry up to finish off the remaining Space Monsters, or face suffocation!

-----Controls-----

2) The following will cover the Men Options, the In-Game Controls, and Advanced Movement Knowledge.

0-----0 | Menu Options | 0-----0

The number equaling to the option you want will be entered on the keypad when you are prompted to do so. With each skill level you raise it by, the difficulty is increased by the fact that the enemies will be the tougher forms sooner (on higher Skill levels) than the weaker forms (lower Skill levels).

1 = Skill 1 / One Player 2 = Skill 2 / One Player 3 = Skill 3 / One Player 4 = Skill 4 / One Player 5 = Skill 5 / Two Player 6 = Skill 6 / Two Player 7 = Skill 7 / Two Player 8 = Skill 8 / Two Player

> 0-----0 | In-Game Controls | 0-----0

Joystick---> LEFT and RIGHT will move the Spaceman in the corresponding directions, altering which direction he faces and which way he sprints. UP and DOWN will move the Spaceman in the corresponding directions when on a ladder, allowing him to change the levels of floor he occupies.

- Left Fire--> Holding this down will cause the Spaceman to dig a hole, provided there is suitable room to do so.
- Right Fire-> Holding this down will cause the Spaceman to fill a hole, provided there is a hole in front of him to be filled.

O-----O | Advanced Movement Knowledge | O-----O

- i) When the Spaceman is seeking to dig a hole, he will need to be positioned in a spot where digging is possible. A proper spot is all brick (the direction he is facing), with enough space to get a hole opened.
- ii) To fill a hole, simply walk up beside the hole and start to fill it in, noting that a hole can be filled in even after an enemy starts to climb back out, due to the burying being faster than the climbing.
- iii) The Spaceman can not pass over partially dug spots on the floor, so be ready to fill those spots to get by.

-----Enemies-----Enemies-----

3) This section will take a look at the Space Monsters that the Spaceman must defeat in his quest to make the universe safe.

0-----0 | Creature | 0-----0

This red Space Monster is also the weakest member of the alien species, it will chase the Spaceman fairly doggedly, not really deviating in pattern. It requires one hole to fall through to be defeated.

0----0 | Boss | 0----0

The green Space Monster is the first tougher monster that will be encountered, it is slightly faster than the Creature Space Monster. Unlike the Creature, it requires a fall through two holes to be defeated, so the holes must be perfectly lined up, one right under the other for a successful kill.

> 0----0 | Don | 0----0

The blue Space Monster is also the strongest, fastest specimen roaming the underground halls, pursuing the Spaceman with single minded perseverance. Much like how the Boss Space Monster is tough, the Don actually requires a dropping through a whopping three vertically stacked holes, all in one shot!

O-----O | Space Monster Evolution | O------O

If the Spaceman digs a complete hole, followed by an enemy falling into it, what happens after a few seconds when the enemy struggles out of the trap? Well, this Space Monster will be enraged, so much so that it will "evolve" into the next Space Monster up the hierarchy of power:

Creature -> Boss -> Don

The only exception to this rule would be the Don Space Monster, as they are as strong as the Space Monsters come.

------Points-----Points------

4) This section will examine the Points that can be obtained in the game.

O-----O | Space Monster Kills | O-----O The Space Monsters all come with a base point set for the minimum number of floors that they must fall to be destroyed. However, their point totals for their destruction increase if they fall additional floors over the minimum number that is required for dispatching them.

$\left \overline{\backslash / \backslash / \backslash / \backslash /}\right $	Creature	Boss	Don
1 Floor	100		
2 Floors	200	300	
3 Floors	300	500	800
4 Floors	500	800	1200

0-----0 | Bonus Time Scoring | 0-----0

The Bonus Timer always begins the round as a multiple of 1000 (ie 2000, 3000, etc.), which will then tick off points steadily as the round continues. The points removed will be 1% of the initial Bonus Time total (ie 2000 will lose 20 points every time unit), moving down towards 0. When the last monster is defeated, the Bonus Time will be added to the overall score for the Spaceman.

------Strategies------

- 5) This section will cover a few strategies to help the Spaceman thrive in his difficult environment.
- a) Establish a position where trapping enemies and fleeing from overwhelming forces is possible. If you pick a spot to try and trap foes that is not very escape friendly, then the Space Monsters will overrun and trap the Spaceman.
- b) If an enemy falls into a hole, be sure to fill the hole in, even if the enemy will not die from the attack. This applies especially to Creatures and Bosses, as they can evolve into a tougher form than before, meaning that they will be far harder to destroy.
- c) Destroy the weaker enemies first. Go after the Creatures first, as they only require one hole falls to kill, clearing the arena to make things a little bit easier for the Spaceman while he tries to work on getting rid of the Bosses and Dons.
- d) Lead the enemy while running. The enemy will typically try to track the Spaceman (though the Creatures are pretty bad at it), so run through the girders and ladders to get the enemy behind the Spaceman, making it easier for him to set traps where he wants to put them.
- e) When fighting a Boss or a Don, you will need to be smart and use the strategies from the previous two points while setting up their deaths. Dig the holes required to kill them, followed by leading them away from the holes so they do not accidentally fall in, climbing upwards, leading them to the girder where you will need to dig the final hole as they charge, drawing them in to knock them out.

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If you liked it, hated it, have anything to add, then please E-mail me at briansulpher@hotmail.com. You can also contact me through MSN messenger through the same E-mail address.