

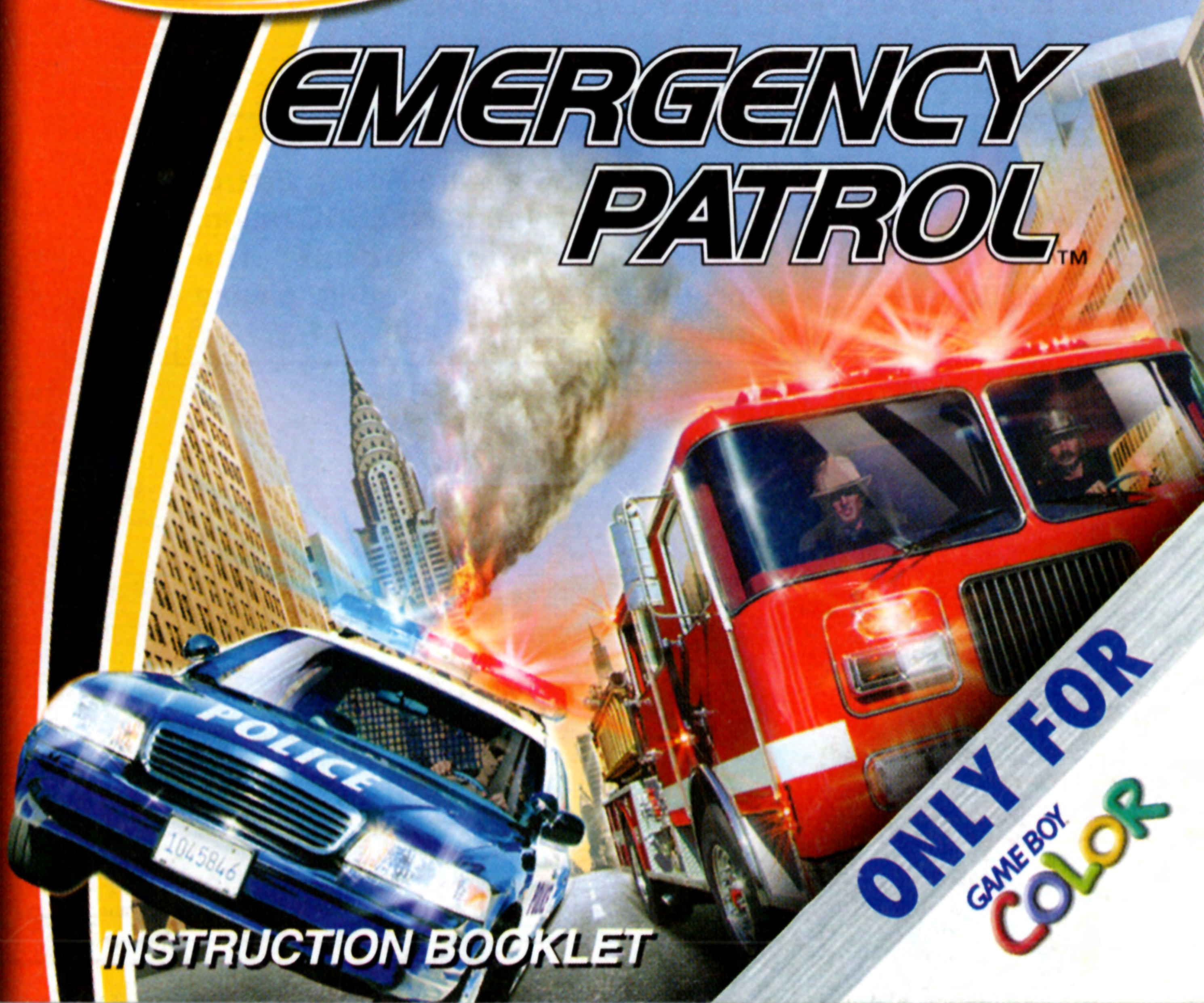
Nintendo

GAME BOY color



CGB-BEPE-USA

EMERGENCY PATROL™



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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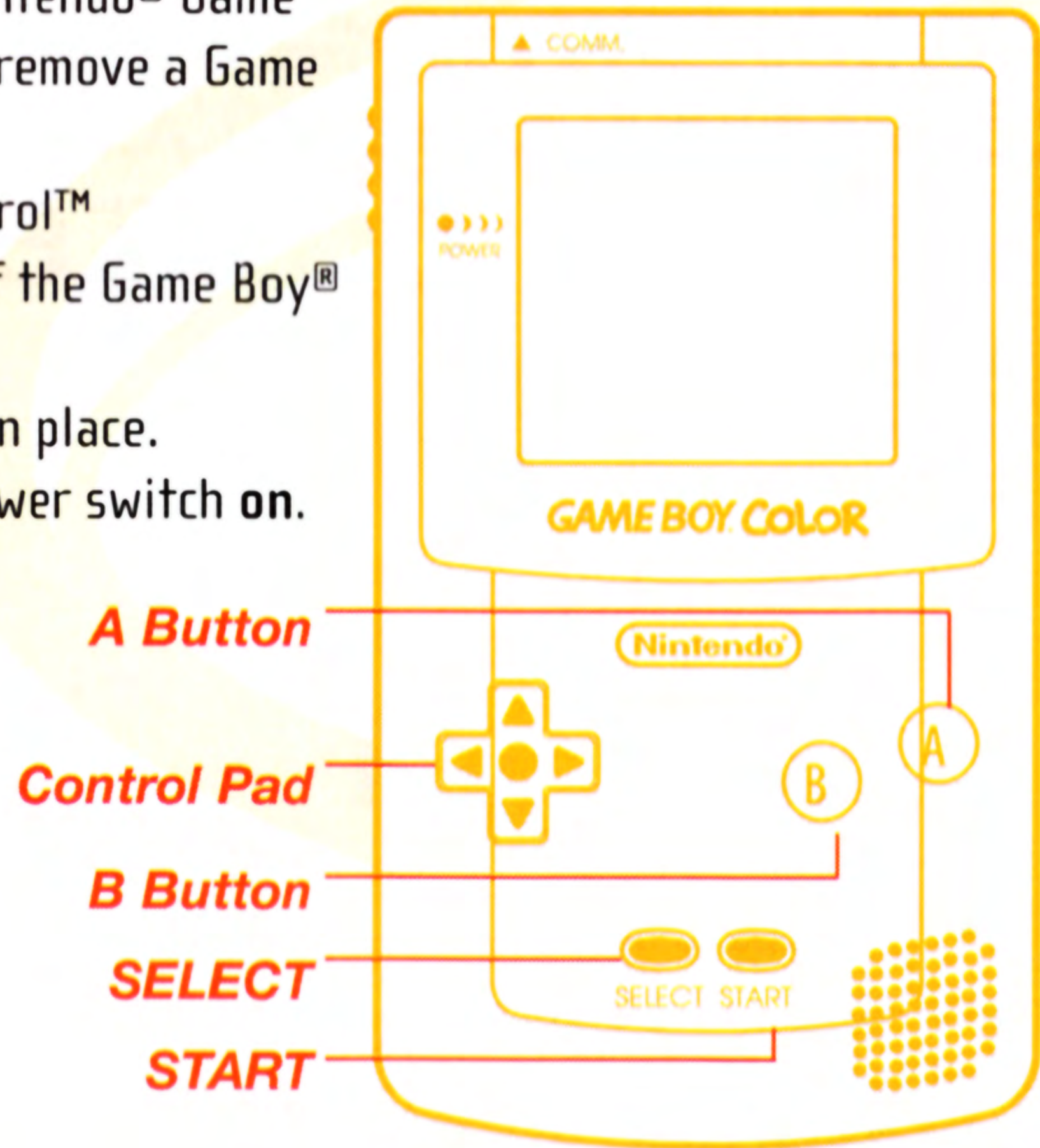
EMERGENCY PATROL™

CONTENTS

Starting Up	2
Driving Controls	3
Go on Patrol!	5
Main Menu	6
Mission Briefing	8
On-Screen Display	9
Exploration Mode	11
Missions Mode	12
Mission Types	13
Locations	16
Credits	19
Limited Warranty	21

STARTING UP

- Turn off the power switch on your Nintendo® Game Boy® Color System. (Never insert or remove a Game Pak when the power is on.)
- Insert the Matchbox™ Emergency Patrol™ Game Pak into the slot on the back of the Game Boy® Color System, label facing out.
- Press the Game Pak firmly to lock it in place.
- Turn the Game Boy® Color System power switch on.



START + SELECT + A Button + B Button—Reset Game Boy® Color System



DRIVING CONTROLS

BEGINNER (ROOKIE)



Drive Up



Drive Down



Drive Left



Drive Right

A Button

Siren

B Button

Water Hose/Throw Handcuffs

START

Overhead Map

SELECT

Switch Vehicles

ADVANCED (CHIEF)

A Button

Accelerate

Tap A Button

Turbo

← or →

Turn left or right

B Button

Brake/Water Hose/Throw Handcuffs

B Button+ ← or →

Handbrake Skidding Turn



Activate Siren



Reverse

START

Overhead Map

SELECT

Switch Vehicles



GO ON PATROL!

Chase down criminals, fight fires, and save the day! Race through the streets of the county, avoiding collisions with other cars and zooming by traffic that pulls aside for your siren.

As you prove yourself to the Mayor, you'll be promoted up the ranks and given more responsibility. You'll be in command of an even larger area of the city and be responsible for more citizens and emergencies.





MAIN MENU

Use the **Control Pad** to highlight a menu option. Press **START** or the **A Button** to accept the highlighted selection.

- Choose the **alarm** to start with the Fire Truck.
- Choose the **badge** to start with the Police Car.
- Choose the **typewriter** to enter the password from a previously played game.
- Choose the **phone** to access the Options menu.





PASSWORD

You will be awarded a password each time you unlock a new section of the map. To continue a game in progress, select the typewriter on the main menu screen.

To enter a password, use the **Control Pad**  to scroll to the correct character and the **Control Pad**  to move to the next character slot. When all the correct characters are entered, press the **A Button** to activate the game.



OPTIONS

To access the Options menu, select the **phone** on the Main menu. From the Options screen you can turn on or off the game's sound effects and select either Beginner or Advanced driving control. You may also access the Options menu through the World Map screen by pressing the **A Button**.

WORLD MAP

To get a general idea of where you are, press **START** at any time to view the world map. This map shows where you are in the world, where the current mission is, and where all of the mission badges are. Use the **Control Pad** to scroll around the map.

MISSION BRIEFING

Once you've driven over a mission badge, you'll go to the Mission Briefing screen where you'll be given the mission details. Press the **A Button** to accept the mission if you're ready to take on that responsibility. Press the **B Button** to decline the mission.

You can always go back to it later when you're ready.





ON-SCREEN DISPLAY

At the bottom of the screen is the status bar, containing the siren and timer bar. The status bar always displays the siren. The timer bar is only activated while completing a mission.

Timer Bar—The timer bar appears once a mission is started and counts down (from right to left) until time runs out. The mission ends as soon as the timer gets to zero.

Siren—The siren can be turned on or off at any time. Traffic will pull to the side and let you by while the siren is on.



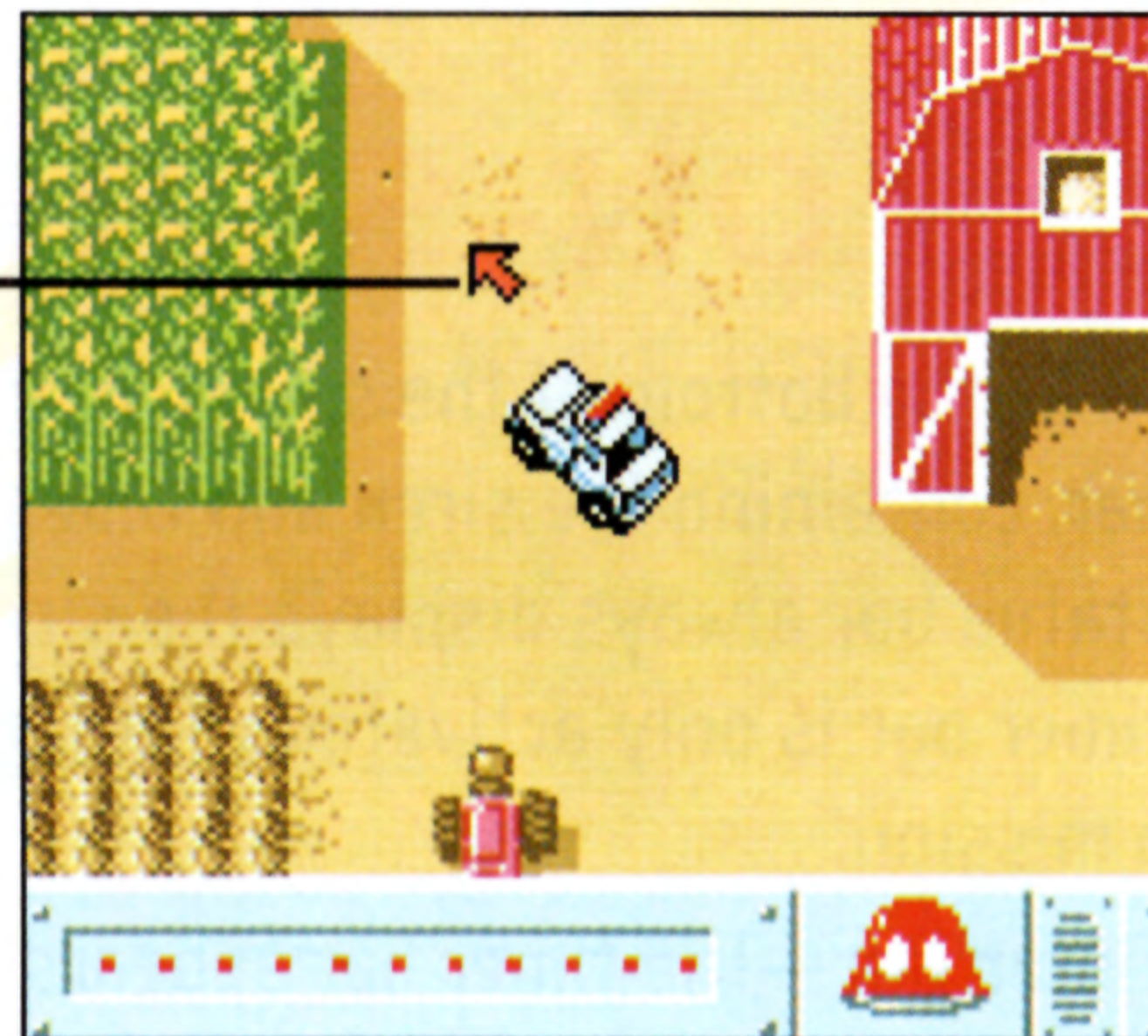
Timer Bar

Siren





On-Screen Pointer



ON-SCREEN POINTER

The on-screen pointer will appear adjacent to the fire truck or police car at all times.

When you're in exploration mode, this pointer will point in the direction of the nearest mission badge. When you're in mission mode, this pointer will point in the direction of the mission target(s).

EXPLORATION MODE

You will always be able to fully explore the areas open to you with no time limit and no specific mission objectives. Switch vehicles at any time while exploring by pressing **SELECT**. It's best to really learn the area you're in charge of before you begin a mission. The missions require good driving skills and a solid knowledge of the area.

Remember, the missions are timed, so it is a good idea to become familiar with your assigned beat before starting any missions.





MISSIONS MODE

Once you've accepted a mission, the pointer will aim in the direction of your mission objective. If you get lost or turned around, the pointer will always tell you where to go.

If time runs out before you complete your mission, the mission ends.

Once you've successfully completed a mission, you'll see the Character Rewards screen. After you've completed four missions, you'll be promoted to a higher rank and will have access to a whole new area of the city. You'll be responsible for the people and emergencies there too.



MISSION TYPES

HOT PURSUIT (POLICE)

Follow the on-screen pointer to the location of the speeding car. Race after the speeder and knock the car to the side of the road by hitting it four times.



ROUND UP (POLICE)

Follow the on-screen pointer to the location of a robbery. The thieves will be trying to escape. Track them all down and arrest them by pressing the **B Button** and putting them in handcuffs.





PATROL (POLICE)

Follow the on-screen pointer and collect each of the flags scattered around your beat. Collect all of the flags before time runs out.



FIRE FIGHT (FIRE)

Follow the on-screen pointer to the location of the fire. Shoot water at the flames until they are gone. Keep extinguishing the fire until the location is safe. Press the **B Button** to activate the water hose and spray water.



CODE RED (FIRE)

The fire chief has been called in and your help is needed. Follow the fire chief to the fire location using the on-screen pointer as your guide. You must always keep the fire chief's vehicle on-screen to complete the mission in time.



PATROL (FIRE)

Follow the on-screen pointer and collect each of the flags scattered around your beat. Collect all of the flags before time runs out.





LOCATIONS

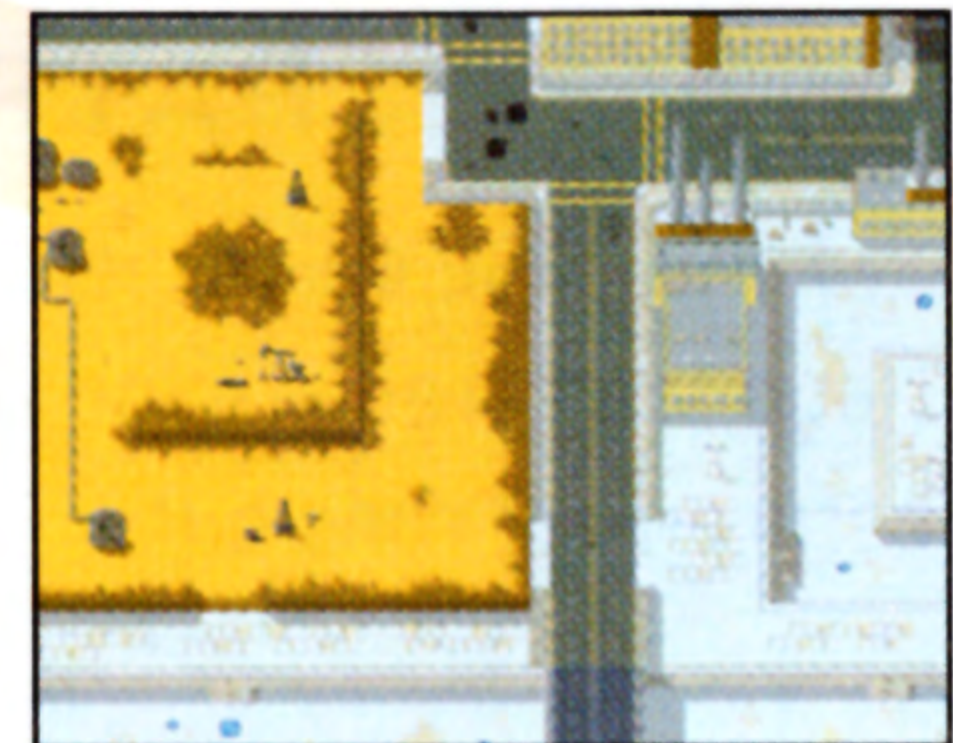
SUBURBS

You'll start your exploration and missions in the suburbs. This is a good place to learn how to drive and start performing your police and fire responsibilities. Explore the suburbs a bit before you begin your missions.



INDUSTRIAL

In the industrial sector, you'll find large factories and oil rigs. This is a prime location for fire emergencies.



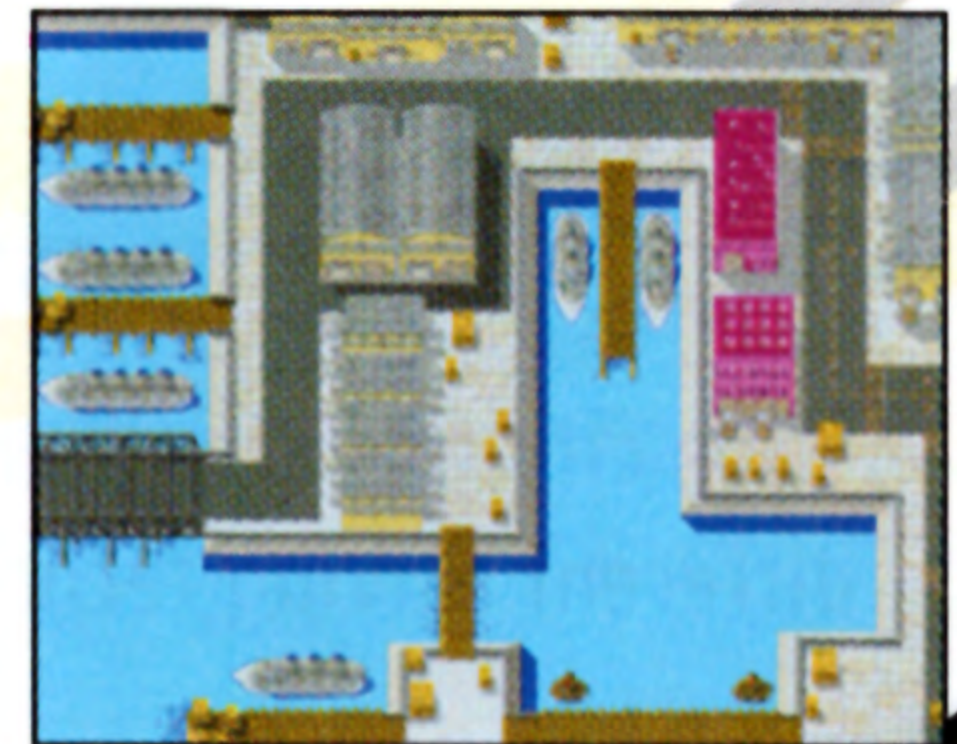
FOREST

The environment really changes once you've moved into the forest. The roads are rough and narrow and can't be taken with a lot of speed, but the people in the forest count on the police and fire services to rescue them in their time of need. The different road surfaces and street sizes will require new driving skills.



HARBOR

The harbor teems with industry and tourism; it's an area ripe for crime and danger. Be careful driving on the docks and along the waterfront.



ALPINE

The high mountains are topped with snow year-round and make for some slippery driving. You'll have to watch out for skids and ice patches!



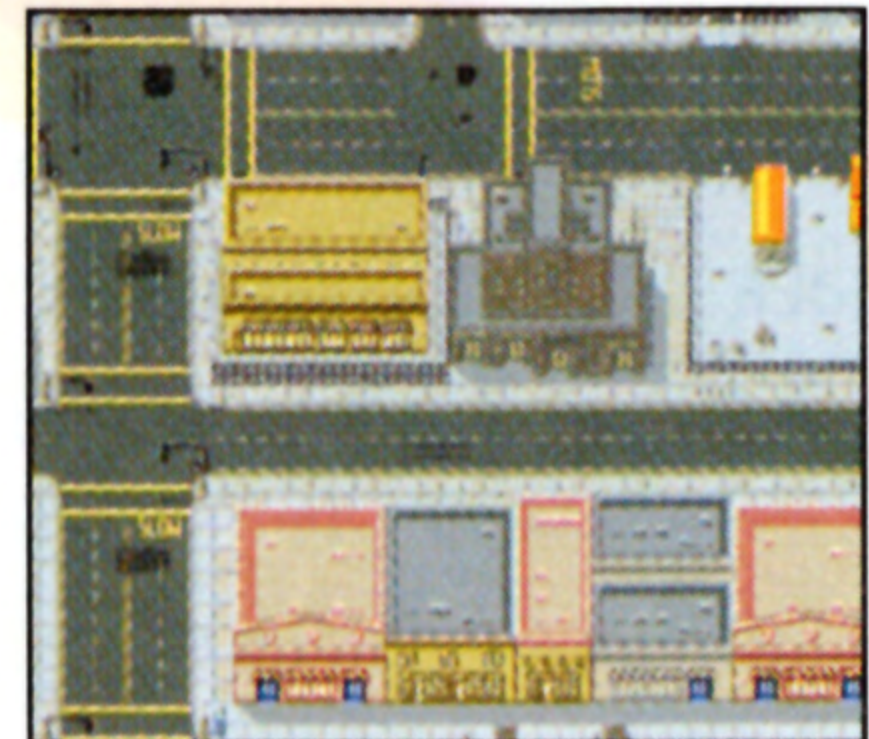
FARM

Fields rimmed with fences make up the farm. Animals roam and farmers work their tractors. The freshly plowed rows make for some harsh ruts that can get bumpy.



DOWNTOWN

The city has streets and freeways that require different driving techniques and skills.





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