

SPACE PANIC

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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-----

- 1) 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

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.

\\ \\ \\ \\	Creature	Boss	Don
1 Floor	100	-----	-----
2 Floors	200	300	-----
3 Floors	300	500	800
4 Floors	500	800	1200

o-----o
 | Bonus Time Scoring |
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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.

-----Final Word-----

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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.