



# PANDA INC.

## HARBOR ESCAPE

BY PANDA

You have just dropped off a group of commandos on the inland coast of Russia for a search and destroy mission. As commander of one of our finest nuclear submarines, your main objective is to safely escape the many harbors you secretly must pass to report the success of the drop.

Thinking ahead, you also dropped off tanks of air on your incoming trip so that no surfacing will be necessary. Unfortunately, an alert Russian Harbor Commander has picked you up on sonar and has dispatched roving nuclear mines and submarines as well as closed up all channel locks.

In addition to the now alerted Russian Navy, you must deal with navigating your sub through narrowing channels and reefs that are barely wide enough for your sub. Furthermore; less and less air tanks are where you dropped them, leaving your air supply critical.

### GAME PLAY 1 or 2 Player Game

Left and right movement of the joystick for left and right movement of your sub. Push forward on joystick for faster movement of sub and pull backward for slower movement of sub. Sub must run over air tanks to receive more air. Beware of the warning siren when the air supply is at a critically low level.

**Important:** When removing or installing game cartridge, be sure power switch is OFF.

|                         | POINTS |
|-------------------------|--------|
| Nuclear Mines . . . . . | 60     |
| Enemy Subs . . . . .    | 30     |
| Channel Locks . . . . . | 500    |