



# **EMERGENCY PATROL™**

## **CD-ROM**

### **CONTENTS**

Be Careful Out There! .....	2
Minimum System Requirements .....	3
Installation .....	4
Emergency Patrol™ Startup Window .....	5
On-Screen Icons .....	6
Vehicles .....	8
Vehicle Upgrades .....	9
Vehicle Selection .....	9
Controlling the Vehicles .....	10
The Missions .....	11
Police Cruiser Missions .....	11
Fire Engine Missions .....	15
Ambulance Missions .....	18
Map .....	21
Video Settings .....	22
Credits .....	26

## BE CAREFUL OUT THERE!

Patrolling the streets will be your job behind the wheel of a police car, fire truck, or ambulance in Emergency Patrol™. Take the time to explore and learn the quickest routes and shortcuts from one mission to another. Learn how to handle each of the vehicles that you will be assigned to so that you can answer the call for help when needed.

Performing heroic rescues, chasing down criminals, and extinguishing blazing fires are all part of an ordinary day's work for heroes like you while using Emergency Patrol™ CD-ROM.



2



## MINIMUM SYSTEM REQUIREMENTS

- Windows® 95 or Windows® 98
- Pentium® 166 MHz processor or better
- 32 MB of RAM
- 175 MB available hard disk space
- Quad speed (4x) CD-ROM drive
- 2 MB video card capable of 256-color 640 x 480 display
- 16-bit sound card
- Standard mouse and keyboard

## RECOMMENDED SYSTEM

- 64 MB of RAM
- Direct3D®-compatible 3D hardware accelerator video card

If you experience problems with the installation or compatibility of DirectX® on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirectX®. Check the Microsoft® Web site for more information.

3

## INSTALLATION

### TO INSTALL

1. Begin at the Windows® desktop.
2. Insert the CD-ROM into your CD-ROM drive. The Matchbox™ Emergency Patrol™ startup window will appear.
3. Follow the on-screen instructions to install the program.

If the Matchbox™ Emergency Patrol™ startup window does not appear automatically on screen, you can install the program manually:

1. Click the **Start** button on the taskbar and choose **Run**.
2. Type **D:\SETUP.EXE** in the line labeled Open. (Where D:\ is the letter assigned to your CD-ROM drive)
3. Click the **OK** button and follow the on-screen instructions to install the program.

### TO PLAY

After successfully installing the program, click the **Play Emergency Patrol™** button on the startup window to start the program. The startup window will usually appear each time the CD-ROM is inserted into the CD-ROM drive.

If the Matchbox™ Emergency Patrol™ startup window does not appear automatically on screen:

1. Begin at the Windows® desktop.
2. Click the **Start** button, point to **Programs**, point to and then click on **Matchbox™ Emergency Patrol™**.

4



### TO UNINSTALL

1. Click the **Start** button, select **Programs**, then select **Matchbox™**.
2. Click the **Uninstall Emergency Patrol™** menu item and follow the on-screen instructions.

## EMERGENCY PATROL™ STARTUP WINDOW

The Emergency Patrol™ startup window will appear only after the game is installed and when you either insert the Matchbox™ Emergency Patrol™ CD-ROM into the CD-ROM drive or when you launch the game.

Click on **New Game** to erase all of the previously completed missions and start anew.

Click on **Continue Game** to continue playing with all of the previously completed missions.

Click on **Exit** to cancel.



5

## ON-SCREEN ICONS

### DIRECTIONAL ARROW

The directional arrow floats above your vehicle in the middle of the screen and points in the direction of the active mission. The color of the arrow will change depending on how far you are from your target. While far away from the mission target the color of the arrow will be green. As you get closer it will change to yellow, then to red once you are very close.



### MISSION BAR

Across the bottom of the game screen is the Mission Bar. This bar highlights the current mission and shows your progress. The icon for the current mission will scroll to the center of the Mission Bar and have a flashing frame around it. Once you have finished the mission, a badge will be displayed above it to show how many times you've completed it. You can complete each of the missions up to three times.



6



### POLICE BADGE



### AMBULANCE BADGE



### FIREFIGHTER'S BADGE



### SPEEDOMETER

On the bottom right hand portion of the game screen is your speedometer. You can tell how fast you're going, and also see how collisions slow you down!



### TARGET ARROW

The green target arrow will bounce above or below the target for the active mission. This will help you find the target of your mission on screen. Simply drive up to the target to complete the mission.



7

## VEHICLES

### POLICE CRUISER

The police vehicles are the fastest and most maneuverable. It will take a lot of practice and quick reflexes to maneuver through the streets while chasing down criminals.



### AMBULANCE

The ambulance is larger but less maneuverable than the police car and smaller but more nimble than the fire engine. It will take a bit of finesse to quickly steer your way to the hospital while transporting injured passengers.



### FIRE ENGINE

The fire engine is the heaviest and most powerful vehicle you can drive. Its weight and horsepower will require all of your strength to weave your way through traffic and get to your emergencies in time.



8



## VEHICLE UPGRADES

As a reward for a job well done, you will receive three cool vehicle upgrades. A new police vehicle, fire truck, and ambulance will be awarded to you the first time you complete all nine of the missions for each vehicle.

## VEHICLE SELECTION

There is a vehicle switching spot located at every fire station, police station, and hospital in the game. To switch vehicles, simply drive to one of these buildings and park your vehicle near the rotating vehicle symbol. Once your vehicle comes to a complete stop, the switch will automatically happen. For instance, to switch to the police car, drive to the nearest police station and park in the police parking lot.

Switch to the Fire Truck



Switch to the Police Cruiser



Switch to the Ambulance



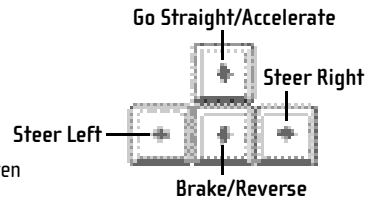
9

## CONTROLLING THE VEHICLES

Every vehicle can be controlled by either the keyboard or the mouse and you can switch from one to the other while playing the game. Use the one that feels the most comfortable to you. You may find that the keyboard works better for one vehicle, and the mouse works better for another. You may also use a joystick or steering wheel.

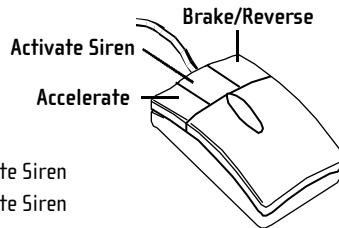
### KEYBOARD

- Left Arrow Steer Left
- Right Arrow Steer Right
- Up Arrow Go Straight/Accelerate
- Down Arrow Brake/Reverse
- Spacebar Turbo Boost/Activate Siren



### MOUSE

- Left-Click Accelerate
- Right-Click Brake/Reverse
- Roll Mouse Right Steer Right
- Roll Mouse Left Steer Left
- Middle-Click Turbo Boost/Activate Siren
- Spacebar Turbo Boost/Activate Siren



## THE MISSIONS

You will have your work cut out for you while being dispatched on calls scattered throughout the city. There are nine unique missions to complete per vehicle. Each mission may be completed three times. Complete all 81 missions to receive your commendation from the mayor.

### DISPATCH VOICE

Each time an emergency call is placed, a dispatcher will notify you of the call and the mission bar will switch to that mission. The dispatcher will periodically remind you of the mission until it is completed.

### POLICE CRUISER MISSIONS

Patrolling the streets is no easy task. You'll need to be familiar with every nook and cranny of the city in order to maintain peace and order on your beat.



### ROBBERY

You're right there when a brazen crook leaves the bank with a sack of cash. Today is not his lucky day with you on the job to stop him.



### THE VANDAL

A vandal has been spotted at the airport. Get him before he causes any more harm!



### THE SPEEDER

Somebody's got a flashy new car and they think it's okay to step on the gas in the middle of traffic! Catch this speeder before there's an accident!



### THE BANK ROBBER

Don't let the getaway car get away! Chase them down and bring them to justice.



12



### ROUND EM' UP

There must have been a break in a fence, because there are cows all over the road! Help guide our mooing friends off of the road and back to safety.



### LOST DOG

There's a lost dog wandering around the neighborhood. Find him and pick him up. Then return him home.



### THE BICYCLE THIEF

Catch up to the thieving bicyclist and show him the error of his ways.



13

### LOST BOY

A boy was reported missing, he was last seen playing around the abandoned mine. Help find him then return him home.



### MUGGER

A thief is on the loose, assaulting pedestrians and taking their valuables. He's on foot, so he'll be slow but hard to catch. Don't let him get away to rob another day.



### FIRE ENGINE MISSIONS

Fighting fires and rescuing people is not a job for just anyone. Time is critical and people will depend on you to help save them and their property. It will be your job to help keep the city safe.



### HOUSE FIRE

A call comes on the radio and you must race to the scene of a house on fire. Get there as fast as you can!



### CITIZEN IN DISTRESS

A billboard sign worker is caught in a dangerous situation high above the ground. He's dangling from a billboard. Help him get down before he falls.





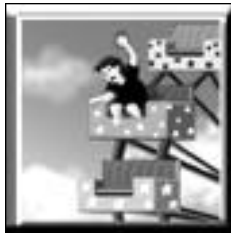
### CAR FIRE

There's a car on fire in a parking lot. Get to the scene as fast as possible before the fire hits the gas tank! You'll need to get the parking attendant to open the parking gate first.



### CARNIVAL RESCUE

A man is trapped on the ferris wheel at the amusement park. Race to the scene and help get him down.



### WAREHOUSE FIRE

Follow the call to the industrial area. Like all emergencies, you never know what to expect. It's going to be hard to find the fire, let alone fight it!



16

### CAR FIRE PART 2

Race to the scene of another vehicle on fire. But this time, the car's in motion! The driver doesn't know what to do and he really needs your help!



### HOT DOG!

A hot dog vendor's cart is going up in smoke. This citizen's livelihood is in jeopardy. Get that truck to the cart as fast as you can before those dogs burn!



### AIRPLANE IN DISTRESS

An airplane sent in a mayday call. It is making an emergency landing with its engine on fire. Get there and help prevent a tragedy!



17



### CARGO FIRE

There is a cargo fire at the docks. Navigate through the packed piers to find the endangered ship and prevent it from sinking. You will need to find a fire hydrant near the fire first.



### AMBULANCE MISSIONS

You will need nerves of steel to handle the distress calls coming in from all over the area. The citizens are depending on you to help treat the injured. Some missions may require you to transport the more serious cases to the hospital.



### HOUSE FIRE

A house is on fire and the fire trucks are already on their way. You have been dispatched to provide support for the residents.



### KEEPING FIT

A person on in-line skates has taken quite a nasty spill in the park. Find the victim and get her to the hospital.



### WATERPARK SPILL

Someone has slipped and fallen at the waterpark. You'll have to maneuver to the victim and then rush her to the hospital.



### OLD MINE

A mineworker has injured himself on the job. Rush to the scene and tend to his injuries.



### BICYCLE DOWN

A young boy has crashed his bicycle in the shopping area. Hurry to the scene and bandage him up.



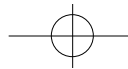
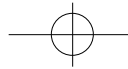
### FARMER'S FIELD

A farmer's gotten trapped under his tractor! Get him out from under there and to the hospital!



### ANCHORS AWAY

An anchor has fallen on a longshoreman down at the docks. Make your way through all the cargo to help this burly guy get to a doctor.



### CAR ACCIDENT

There's been a car accident at one of the city's main intersections. First meet up with the police and then follow them to the accident site.



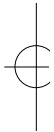
### MERCY FLIGHT

An airplane is landing at the airport with a sick passenger on board. Meet the plane on the runway and take the sick person to the hospital.



## MAP

Press the **Tab** button to see an overview map of the world. The spinning icon on screen will give you a general idea of where you are.



## EMERGENCY PATROL™ SETUP TOOL

These setup options will allow you to optimize the performance of Emergency Patrol™ CD-ROM on your computer.

### DEVICE

Select **Hardware Accelerated** if your computer has a 3D hardware accelerator card. Select **Software** if it does not, or if you have trouble running the game with your hardware card.

### LEVEL OF DETAIL

This will adjust the overall look of the game. Lowering the level of detail will improve the performance of the game on your computer.

### CONTROLLER OPTIONS

If you have a joystick or steering wheel plugged into your computer, then you can turn them on or off using this option.

- Click on the **OK** button to save settings changes and exit.
- Click on the **Cancel** button to exit without saving any settings changes.
- Click on the **Defaults** button to reset all options to the original settings.
- Click on the **Advanced** button to make changes to the advanced settings.



Below are descriptions of the options accessed using the advanced setup.

### GRAPHIC OPTIONS

#### DEVICE

There are three different video modes for Emergency Patrol™ CD-ROM. Each mode presents a different level of performance and level of graphics.

#### PRIMARY DISPLAY DRIVER (DISPLAY)

**Direct3D®**—Select this mode if your computer has a Direct3D®-compatible hardware video accelerator card.

**Software**—Select this mode if your computer has a Pentium® 266mhz processor or better, but does not have a hardware video accelerator card.

**Software (faster/lower quality)**—Select this mode if your computer has slower than a Pentium® 266mhz processor and does not have a hardware video accelerator card.

### DIRECT3D® OPTIONS

#### HARDWARE T&L

When enabled, the video card's hardware T&L (transformation and lighting) capabilities will be fully exploited when available. Useful on certain video cards. Renderer performance is significantly higher when this feature is enabled and available.

### W-BUFFERING

When checked, W-buffering is used instead of regular Z-buffering. Distant objects will look better when W-buffering is enabled, but is not as compatible as Z-buffering. (Automatically disabled on 3dfx hardware.)

### FOG

Effect used to disguise the loading of objects in the distance. Controls vertex fogging. When checked, vertex fogging is enabled. Disable for a small speed boost.

### TRILINEAR FILTERING

When speed is more important than quality, disable this option. Controls the type of mipmap filtering used. When checked, more than one mipmap level will be sampled during texturing, which looks better than regular mipmapping. You may disable this feature when necessary.

### CAR SHADOW

When checked, shadows are enabled. Older video cards cannot handle the requirements for shadows, so disable if the shadows appear distorted.

## DIRECTDRAW OPTIONS

### PAGE FLIPPING

Controls vertical retrace synchronization between page flips. When checked, vertical retrace synchronization is enabled. This looks better (no shearing), but is less efficient.

Note: Not all drivers allow this feature to be directly controlled by the user.



### HARDWARE BLITTING

Controls hardware blitting. When checked, hardware blits (short for "BitBit" or "Bit Block Transfer") will be enabled.

### CITY RENDERING DEPTH

On slower machines, decrease this setting for a speed boost. Controls how much of the city is rendered around the camera. The higher the setting, the more geometry is rendered, but the longer it takes to generate each frame.

### RESOLUTION

Try lower resolutions, such as 320x240, on slower machines. The lower the resolution, the faster the game will play. 640x480 is the default.

### TEXTURE QUALITY

The higher the setting, the larger the textures. Larger textures require more memory. Decrease this setting in slower machines or machines with little memory.

### CONTROLLER OPTIONS

These options will help you configure peripheral controls. You may need to configure these peripherals through Windows® as well.



## MATTEL, INC.

### Producer

Jonathan Correa  
Senior Producer  
Travis Boatman

### Director of Design

Keith Kirby

### Vice President, Product Development

Jeff Goodwin

### General Manager, Entertainment Division

Amy Boylan

### Voice Over Talent

Paul Eiding, Barbara Goodson,  
Miles Neff

### QA Technical Leads

Craig Forrest, Roger Hu

### QA Software Engineer

Don DeLucia

### QA Team

Jay O'Balles, Mike Barrozzo,  
Jayson Huddy, Glenn Pabo,  
Elgin Quizon

### Director of Quality Assurance

Ray Boylan

## CREDITS

### Director of Marketing

Debra Shlens

### Associate Product Manager

Joe Eibert

### Marketing Coordinator

Dawn Gottula

### Vice President, Sales

Sue Hughes

### Senior Manager, Business & Legal Affairs

Cynthia Berry Meyer

### Packaging Manager

Michelle Dube

### Packaging Coordinators

Leslee Pitschke,  
Jennifer Ludwig

### Special Thanks

Alexander Offerman,  
Dyan Douglas, Mike Dubose,  
Brian Ulinger, Karen Kelly,  
April Wright, Toni Deberry,  
Julie Takata, Danny Kwan,  
Kendale Sheran,  
Kenny Bender,  
Ignited Minds L.L.C.,  
Exile Films, and  
Sammy the Wonder Beagle.

## DEVELOPED BY SANDBOX STUDIOS, INC.

### Executive Producer

Steve Bergenholtz

### Director

Gary Corriveau

### Assistant Director

Armando Marini

### Lead Artist

Denis Cawson

### Art Team

Ryan Duncan,  
Jerome De la Cruz,  
Denny Guinn, Noel Keshwar,  
Paramjit Sarai, Birgit Schulz

### Lead Programmers

Rich Geldrieck, Boris Skuin

### Programmers

Jason Biro,  
Nicki Vankoughnett,  
Scott Abdey, Laurie Corriveau

Uses Smacker Video  
Technology. Copyright © 1994-  
2000 by RAD Game Tools, Inc.

## THQ Inc.

### Director of Quality Assurance

Jeremy S. Barnes

### Database Administrator

Jason Roberts

### QA Technician

David "Mario" Waibel

### QA Training Coordinator

"Professor" Colin Totman

### Lead Tester

Ron "Yeti" Hodge

### Testers

Brian McElroy  
Jason Nordgren  
Chad Jones  
Jason De Heras  
Chris Wallock

### VP of Product Development

Micheal Rubinelli

### Executive Producer

Brian Christian

### Producer

Mark Morris

### Assistant Producer

Josh Austin

### VP of Marketing

Peter Dille

### Group Marketing Manager

John Ardell

### Associate Product Manager

Paul Naftalis

### Director, Creative Services

Howard Liebeskind

### Associate Manager, Creative Services

Kirk Somdal

### Special Thanks

Brian Farrell, Jeff Lapin,  
Alison Locke, Germaine Gioia,  
Leslie Brown, Tiffany Ternan

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 49037. Please use this code to identify your Product when contacting us.

### Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.  
Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.