

# PHILIPS VIDEOPAC

# 39



Freedom Fighters  
Combattants de la liberté  
Freiheitskämpfer  
Vrijheidsstrijders  
Combattenti della libertà  
Friheds forkaemper  
Rymdväktarna  
Vapaustaistelijat  
Los libertadores  
Os libertadores

8622 271 39009

**PHILIPS**

EXPANDED MEMORY  
MEMOIRE 4K OCTETS



## Freedom Fighters

Your space-hunter is stationed on a lonely outpost. Your assignment reads:

"Protect our galaxy against the invading enemy. Try and liberate any prisoners the enemy may have taken!"...

### Playing in the evading mode

(1 or more players) Press RESET  
Next press key 0

Your space-hunter is right in the centre of the screen, ready for action. You don't have to wait very long. Enemy star-ships come drifting into view and start laying space-mines right away. They will not actually pursue you, but there are so many that you'll find it hard enough to avoid a collision. If that happens your craft explodes and the game is over.

You have a special handicap since your laser gun seems to be out of order. All you can do is try and evade the enemy. The space-clock in the right-hand bottom corner keeps track of your action time.

You can score extra bonus points by liberating prisoners from their purple cage-capsules as they come

drifting into view from time to time. Just try and manoeuvre your craft safely through enemy star-ships and mines. When your craft touches the purple capsule, you have succeeded and you get **20 bonus points**. Remember: don't shoot it, just touch it. Don't be overly optimistic. The tempo increases as the game is in progress. The longer you manage to stay in there, the faster it goes.

When the game is over, another one starts almost immediately. Your first score will automatically be transferred to the left-hand side and stay there until you or another competitor manages to get a higher score. The name of the current champion in the series can be keyed in, using the alphabetic computer keyboard (maximum 6 letters).

### Two options

Playing "Freedom Fighters" in the evading mode you have two options:

**Using the left handset** you can move and manoeuvre your craft any way you want, using the joystick.

**Using the right handset** your craft will move faster, but it will only go up and down, making things a little

harder yet. You may turn your craft however. Move the joystick to the left and your space-hunter will point its nose to the left, while enemy craft, mines and the purple prison-capsules come storming at you from the left-hand side. Move your joystick to the right and the situation reverses.

### Playing in the firing mode

(1 or more players) Press RESET  
Next press key 1

The big difference this time is that your laser gun has been repaired, giving you a mighty and effective weapon against the enemy. The laser gun is mounted in the nose cone of your hunter. You can fire it by pressing the action button.

With this game you score points by destroying enemy star-ships and mines and by liberating prisoners from their purple cage-capsules.

The computer automatically keeps score.

1 point for a direct hit on an enemy mine  
5 points for a direct hit on an enemy star-ship  
20 points for liberating a prisoner  
Other rules are the same as with the previous game, including use of left or right handset, highest score in a series etc.

### Check procedure

If you suspect a fault in the equipment follow this procedure (with a Videopac installed). Press RESET ( $\Delta$ ). The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen. If not, ensure that the equipment is set up properly as detailed in the Instructions for Use

(both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.

## Freedom Fighters II

You can add an extra dimension of excitement to "Freedom Fighters" by forming teams of two. One player takes the left handset while his co-pilot holds the right handset. The first player is in command. He calls out to his co-pilot for assistance to add extra speed to out-maneuvre enemy star-ships and mines or to rescue a prisoner.

### Game possibilities

#### Evading mode (defective laser gun)

First press RESET

Next press key 0

**Right handset:** move up and down only

**Left handset:** move any way you want

#### Firing mode (with laser gun)

First press RESET

Next press key 1

**Right handset:** move up and down only

**Left handset:** move any way you want

#### Freedom Fighters II (playing with teams of two)

First press RESET

Next press either key 0 or key 1 (see above)

First pilot operates left handset

Co-pilot operates right handset

Each time a game is finished, press RESET ( $\Delta$ ). "SELECT GAME" is shown on the screen. Now:

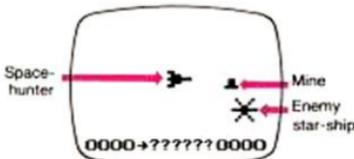
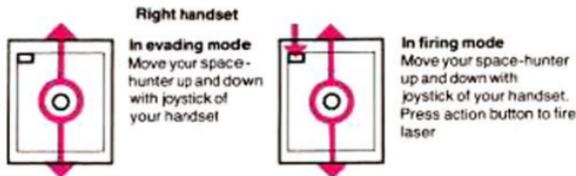
- (a) Select another game.
- Or (b) Select another Videopac. Remove existing Videopac by placing one hand next to it, and pulling handle upwards. Replace Videopac in its box.

- Refer now to Instructions for Use of the next Videopac.
- Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

#### Attention Playing "Freedom Fighters" with Philips Videopac G7200 console

The basic rules of the games are identical to those described above.

- Set picture brightness and sound at the desired levels
- Set contrast at position 2

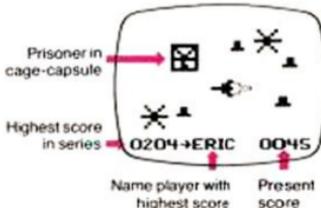


#### Start of game

First enemy star-ship has appeared and has started laying mines



**In evading mode**  
Move space-hunter with joystick of your handset



#### Game-situation

You are doing well!  
Present score is 45. Chance to score 20 bonus points by freeing prisoner from capsule!



## Ask your dealer about the other Videopac cartridges that have been issued so far:

- |                            |                               |
|----------------------------|-------------------------------|
| 1. Race                    | 21. Secret of the Pharaohs    |
| Spin-out                   | 22. Space Monster             |
| Cryptogram                 | 23. Las Vegas Gambling        |
| 2. Pairs                   | 24. Flipper Game              |
| Space rendezvous           | 25. Skiing                    |
| Logic                      | 26. Basket Game               |
| 3. American Football       | 27. Electronic Table Football |
| 4. Air-sea war             | 28. Electronic Volleyball     |
| Battle                     | 29. Dam Buster                |
| 5. Blackjack               | 30. Battlefield               |
| 6. Tenpin Bowling          | 31. Musician                  |
| Basketball                 | 32. Labyrinth Game            |
| 7. Mathematician           | Supermind                     |
| Echo                       | 33. Jumping Acrobats          |
| 8. Baseball                | 34. Satellite Attack          |
| 9. Computer Programmer     | 35. Electronic Billiards      |
| 10. Golf                   | 36. Electronic Soccer         |
| 11. Cosmic Conflict        | Electronic Ice Hockey         |
| 12. Take the Money and Run | 37. Monkeyshines              |
| 13. Playschool Math        | 38. Munchkin                  |
| 14. Gunfighter             | 39. Freedom Fighters          |
| 15. Samurai                | 40. 4 in 1 Row                |
| 16. Depth Charge           | 41. Conquest of the World     |
| Marksman                   | 42. Quest for the Rings       |
| 17. Chinese Logic          | 43. Pickaxe Pete              |
| 18. Laser War              | 44. Crazy Chase               |
| 19. Catch the Ball         | C7010. Chess module           |
| Noughts and Crosses        | A. Newscaster                 |
| 20. Stone Sling            |                               |

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