

The Adventures of the PINK PANTHER™



As a child, Princess Dala receives a gift from her father, the Shah of Lugash: the largest diamond in the world. This huge pink gem has an unusual flaw: looking deeply into the stone, one perceives a tiny discoloration resembling a leaping pink panther hence the name.

The Pink Panther is also the name of a glamorous jewel thief who wants to steal the famous gem... But our jet-set thief is pursued by Inspector Clouseau, the most bumbling detective in Europe.

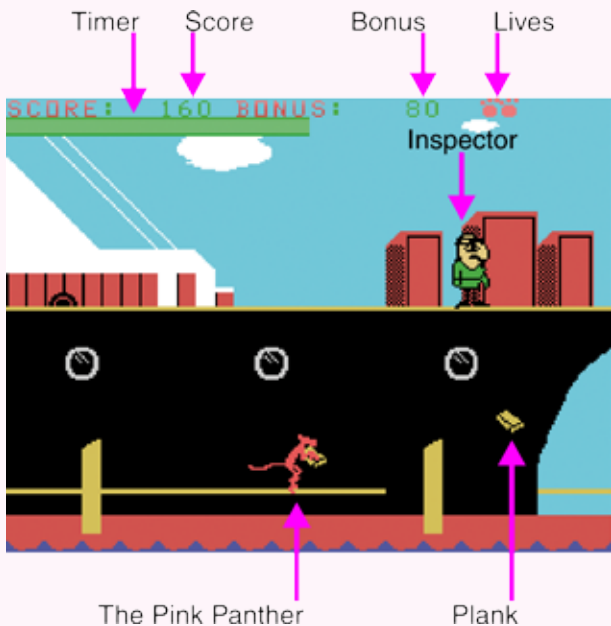
You control the Pink Panther as he sneaks and slinks his way through four levels, attempting to outmaneuver the Inspector. Get past him, and face your final challenge: Steal the diamond, and escape unnoticed!

IMPORTANT! Be sure that the power to your game console is turned off before inserting the game cartridge.

TO BEGIN:

- 1 Insert the cartridge into the console with the label side facing you.
- 2 Turn on the power. The game title will appear on the television screen. If it does not, press the RESET button at the front right corner of the console.

To start the game, press any skill level number on keypad. Level 1 is the easiest. Level 4 is the most difficult.



THE DOCKS

Complete the dock early and exit screen on the right to get maximum bonus points or survive until the timer runs out and then advance to second screen. Avoid bombs and birds. If a bomb explodes while you are on deck, you get bounced up. If you were in the air, the dock disappears for an instant and you fall through or land on the post.

Push joystick right or left to move in the air or on the ground. Push down to release bomb or plank into an empty

slot. Press left button to jump and right button to duck.



THE LADDERS

Run..Run..Run.. Catch a bomb and return it at the inspector for more bonus points. Collect

coins for bonus points. If you survive the bombs, Inspector and birds till the timer runs out, you get the bonus and move on to the next screen.

Push joystick right or left to move in the air or on the ground. Push up or down to climb ladders. Push down to release a bomb. Press left button to jump and right button to duck.



THE MATCHING DOORS

Match the sets of 2 doors of the same color. Once all 4 sets of doors are opened you can exit the level before the timer runs out and move on to the next screen. Jump the Inspector and catch the bombs and try to blow him up for bonus points. Avoid birds. If you open exit door early you might get a bomb chase you from that door. You lose if timer runs out and will have to try again. Push joystick right or left to move in the air or on the ground. Push joystick up to

open a door. Push joystick down to release a bomb. Press left button to jump and right button to duck.



THE DIAMOND ROOM

Get on the moving platforms to get closer to the hanging rope. Be careful not to stand on the platforms if they submerge. Get on the rope and turn upside down to retrieve the diamond but hurry as the inspector is sawing the rope to stop you. Exit screen right to win screen before timer runs out. Avoid water and the birds.

Push joystick up or down to climb ladders. Press left button to jump. Press right button to grab the rope. Hold right button to grab the diamond. Press left button to release jump off the rope.



TRIVIA

Philips prototype items were discovered in Michigan in 2013. A former Philips salesman had kept several items that hailed from a 1983 timeframe, the era when Philips was developing the Odyssey³ console and attempting to create games for non-Odyssey² systems under the Probe 2000 label. The Pink Panther rom ships were found in an Odyssey² cartridge shell. It was only a rolling demo of the first stage.

Philips wanted to expand its reach into other game machines under the publishing label Probe 2000. So they bought the rights to the Pink Panther and began working on games of their own. The video game market crashed and Philips shut down Probe 2000 around the end of 1983.

None of the four rumored Pink Panther games were released. Over the years, prototypes of the Atari 2600 and Atari 8-bit computer versions have been found. "Retoren", the next-door neighbor of the former Philips salesman, found something new. His neighbor had several unusual items from his time at Philips, including a game labeled "Pink Panther". Although

the game's circuit board was found in an Odyssey² cartridge shell, it worked when plugged into a ColecoVision console. With this one find, the rumored ColecoVision version of Pink Panther – part number 2152CL – had been confirmed, and its programmer identified: Randy Green. After some further detective work, Retroren found Randy and put William Cassidy in contact with him.

Randy began programming Pink Panther in March 1983 while working for Philips in Knoxville, TN. He was the only developer on the project but was assisted by artist Ed Hensley and musician/programmer Ken Bourque.

Randy's initial work at Philips was to essentially reverse-engineer the ColecoVision. He was assigned Pink Panther within a short time. "Marketing came in and said, 'Hey, we've licensed this thing, and we want to make a game.'" According to Randy, he was not even aware of the Atari 2600 prototype that had been developed by a different company before Philips secured the license. "I've never heard of that at all," he said. "It wasn't, 'We've got this game on another plat-

form we want to emulate;” he explained, “We [the Philips game programmers] kind of sat around and brainstormed and said, ‘OK, well, what in the heck would a Pink Panther video game look like?’ and... came up with the gameplay [and] how the screens would be.”

Randy was the only developer working on Pink Panther, although he had help for the graphics and music. “We had an artist on staff to do animation,” Randy explained. The artist’s name was Ed Hensley. He and Randy worked together to bring the character to life. “That was kind of an interactive process, where I would describe what the gameplay should be doing and describe the goals in terms of what he’d been animating before, and so [he would provide the] animation cells for that.”

They made sure the animations fit the level design, which was a technical challenge given processing power in those days. “This was all really low-level, low Assembly language, low-level stuff... not much memory capability, not much graphics capability.” Music was handled by a keyboard-playing musician named Ken Bourque.

“He tracked down... actually the sheet music for [Henry Mancini’s “The Pink Panther Theme”] and turned it into something that... I guess, did an arrangement for the audio hardware that was in the ColecoVision,” Randy explained. Ken was an amateur musician; his main job at Philips was as a games programmer working on other ColecoVision projects, although Randy doesn’t remember which ones.

According to Randy, Pink Panther was never finished. “All that ever got done was the first two screens,” he said. He recalled the stage design fairly well after 30 years, although he had forgotten some gameplay details. “The first screen was a kind of a series of moving platforms going up and down and the Pink Panther has to cross that,” he explained.

As in the Panther films, the cat’s goal in the game was to steal the precious Pink Panther Diamond. “The [second screen] was... I don’t know exactly what it was... but a couple of little things with the diamond moving back and forth, and you had to kind of touch that with a timed jump... it was intended to be a dock...

and [the Panther] was trying to walk across the dock from left to right.”

The prototype that surfaced is a demo. “I’ve seen the photographs, and my best guess is that’s a demo we did for the Summer CES that year.” That timing checks out: CES, which Randy did not attend, opened on June 4, 1983, and labels on the prototype read «1 June 1983.” That means less than three months’ development time went into this particular demo. Randy says this demo dates from maybe four or five months before they ultimately stopped working on the game. That means there was a more complete version with some gameplay in existence at one time. Maybe it’s still in somebody’s attic somewhere. But even the later version was not finished.

Source :

www.the-nextlevel.com/odyssey2/articles/pinkpanther

