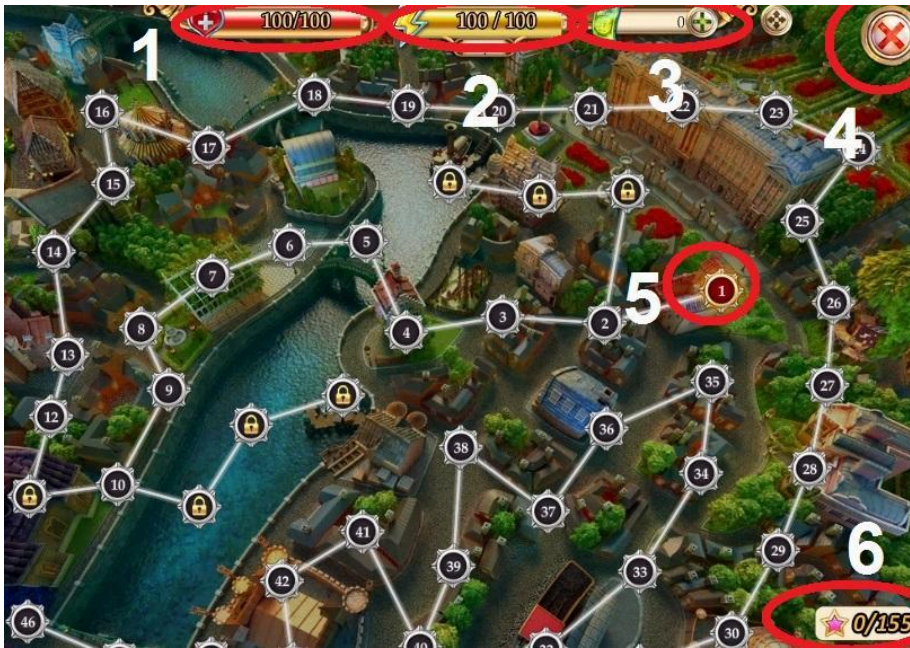


STREET PATROL – OVERVIEW



When opening the Street Patrol Game you will see the Levels that you can play.

Currently there are only 10 Levels you can access. There will be more added at a later date.

Opening the Mission costs Gold Stars. Starts out at 3 but goes up as you level up. From - 4 - 17 Stars

Level 1 = 4 Gold Stars

Level 3 = 6 Gold Stars

Level 3 ½ = 8 Gold Stars

Level 4 = 10 Stars

Level 4 ½ = 10 Gold Stars

Level 5 =

1. Your Heart Health Energy Level = Healed By First Aid Kits. Your Heart Health is reduced when you use the Claw during Ambushes. Each Health Kit is worth 20 Health points. You can add more health by clicking on the Health Bar or add after an Ambush. They can be gifted to you by your friends, earned as prizes and/or purchased with Vouchers.
2. Your Energy Level/Morale For the Mission. Your Energy/Morale is reduced by 5 every hop/board move you make. Regenerates 1 Energy every 3 minutes. As you Level Up the game will need 10 Energy. When you are ready to exit, make sure you have enough energy to get to the exit depending on how far - how many jumps you have to make. If you don't have enough just click the "X" in the upper right hand corner and come back later after your Energy/Morale has regenerated. (Energy regeneration= 5 Energy/Morale every 15 minutes).
3. Your Voucher/Bank Balance – Used to kill ambushes and buy Special Chests. The only way to get "Vouchers" is to purchase them with real \$\$.



4. Exit Street Patrol

5. When opening the Street Patrol Game you will see the Levels that you can play. You will play these levels in order.

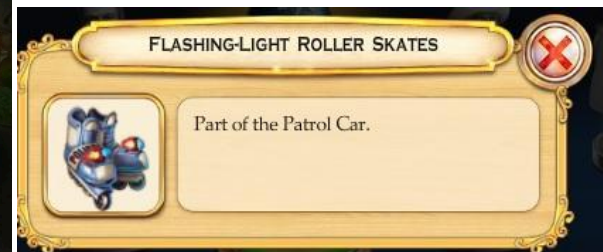
6. Your Star Level - After completing your first Mission you will notice that you now have 1 Pink Star. Your goal will be to do more Missions to obtain a total of 5 Stars. This is the Mastery Level.

- More Pink Stars will be required for higher level missions.



Your end goal for completing the Missions is to obtain the items for *Collection #360 Street Patrol Transport Fleet*.

Your reward for completing the 1st mission will be 3 Flashing Light Roller Skates.



Plus lots of other goodies.

It will cost 3 Gold Stars to start this mission. Your 2nd time will cost 4 Gold Stars. And as you Level up will cost more Gold Stars.

As you advance in Missions there will be more and more Ambushes to challenge you.

Note: To turn in the collections for Street Patrol you will need “ungiftable” chargers - these can only be obtained from the Ambushes in the game.

HOW TO ASK FOR SLING SHOTS AND FIRST AID KITS



Here is where you can ask for Sling Shots & First Aid Kits while you are in a mission.



You will want to have a stock of Slingshots and First Aid Kits to help you in the Ambushes. If you run out of Slingshots or Energy just Hit the Red X and leave the Mission until you have restocked and come back in and finish the mission. You can only receive 10 each per day!



You will be advancing yourself to the dots on the game board.

- Each advance take 5 Energy.
- You want to hit all 3 Top Secret Locations before you exit to have a successful Mission.
- There will be goodies to find along the way as well as **Ambushes!**



NEVER ADMIT DEFEAT!!!

Note: First Aid kits cannot be used during an Ambush - only to restore your Health Level after the Ambush or before an Ambush. So don't run out of your Health Level/Energy!

Click the X in the upper right corner and come back later when you have more energy and/or battle items.

If you run out of sling shots - just click the sling shot again and you will get a pop up that allows you to ask your friends for more!

	Life	Slingshot	Claw	Best Strategy - With Full Health
Orange Pudding	150	-30	-25/-20	3 Sling Shots (90) 3 Claw (60)
Seasoned Thief	350	-30	-50/-20	11 Sling Shots (330) 1 Claw (20)
Young Thief	240	-30	-40/-20	6 Sling Shots (180) 3 Claw (60)
Young Pickpocket	80	-30	-15/-20	Claw only - 4 times (80)
Club	120	-30	-25/-20	2 Sling Shots (60) 3 Claw (60)
Gremlin Snatcher	200	-30	-30/-20	4 Sling Shots (120) 4 Claws (80)
Sumo Pudding	500	-30	-50/-20	16 Sling Shots (480) 1 Claw (20)
Powerful Oyster	250	-30	-35/-20	7 Sling Shots (210) 2 Claw (40)
Thief	350	-30	-50/-20	11 Sling Shots (330) 1 Claw (20)

*Claw Damage= **you**/him.

*TIP: If your“last” hit wins the Ambush the damage points don’t count against you - so use a Claw last and you will need to use less First Aid Kits.

Never let your health/heart meter go to zero or you will loose the ambush and all your goodies - First Aid Kits can NOT be used during an Ambush.

TIP: Watch your energy level and use Claws when you can to save your Sling Shots.



When you return back to the Mission Board you may find Secret Chests along the way.

These are optional to claim. They costs real \$\$ because you must buy “vouchers” with real \$\$.



Just click the “red x” to bypass and return to the Mission board.



Remember - for a successful mission, you must hit the “top secret locations”. You can then move to the Exit. It doesn’t matter your route and it doesn’t matter how many times you land on a spot - it will always generate either goodies or an ambush.



You will be able to use your “First Aid Kits” after the Ambush is over to replenish your Health Level.

Tip: Make sure you have a supply of First Aid Kits before you start. You may get another Ambush right away and you’ll want to make sure you have more First Aid Kits. If you don’t then, the next Ambush you get into you may not start with 100 Health Level.

Each kit contains 20 life so the game will ask you if you want to use them and it will say how many you need.

In this example we need 25 life - since each kit contains 20 - we would need 2 kits to completely refill. However, you may chose to not refill at this time because it is wasting 15 life. To bad you can’t chose to use just 1 kit.



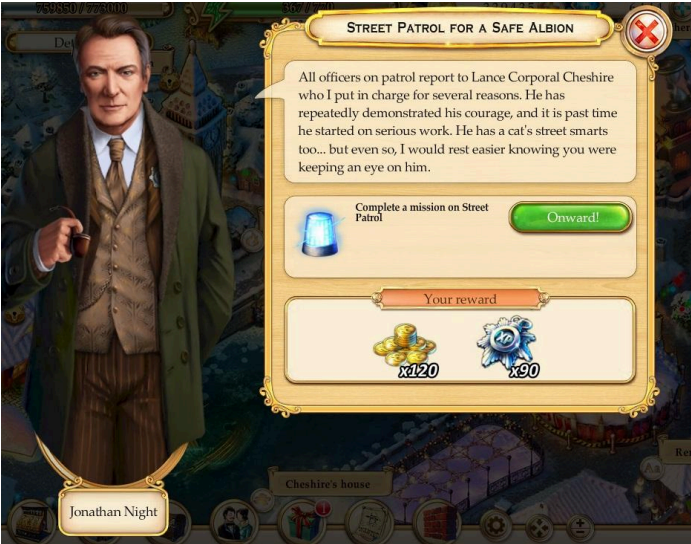
You will notice there are locked locations on the Mission board.... These will open during certain special Seasonal Quests.

Don’t be afraid to try Street Patrol - If gives out awesome rewards - from hard to get collection items to great Amulets!

Please Note: Currently sometimes you won't receive the location keys. This is a glitch and the developers have been informed.



These are your first quests:



Street Patrol For a Safe Albion

Complete your 1st Mission.



Grand Theft Libra

Complete 5 more Missions.

Extra:

Thanksgiving Missions

Christmas Missions: 46, 47 & 48

Valentines Mission 1010, 1011 and 1012.

To be continued....