



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01007
99593



Tonka[®]

SPACE STATION

CREATE, MANAGE & PROTECT YOUR VERY OWN TONKA[®] SPACE STATION!



HASBRO
Interactive

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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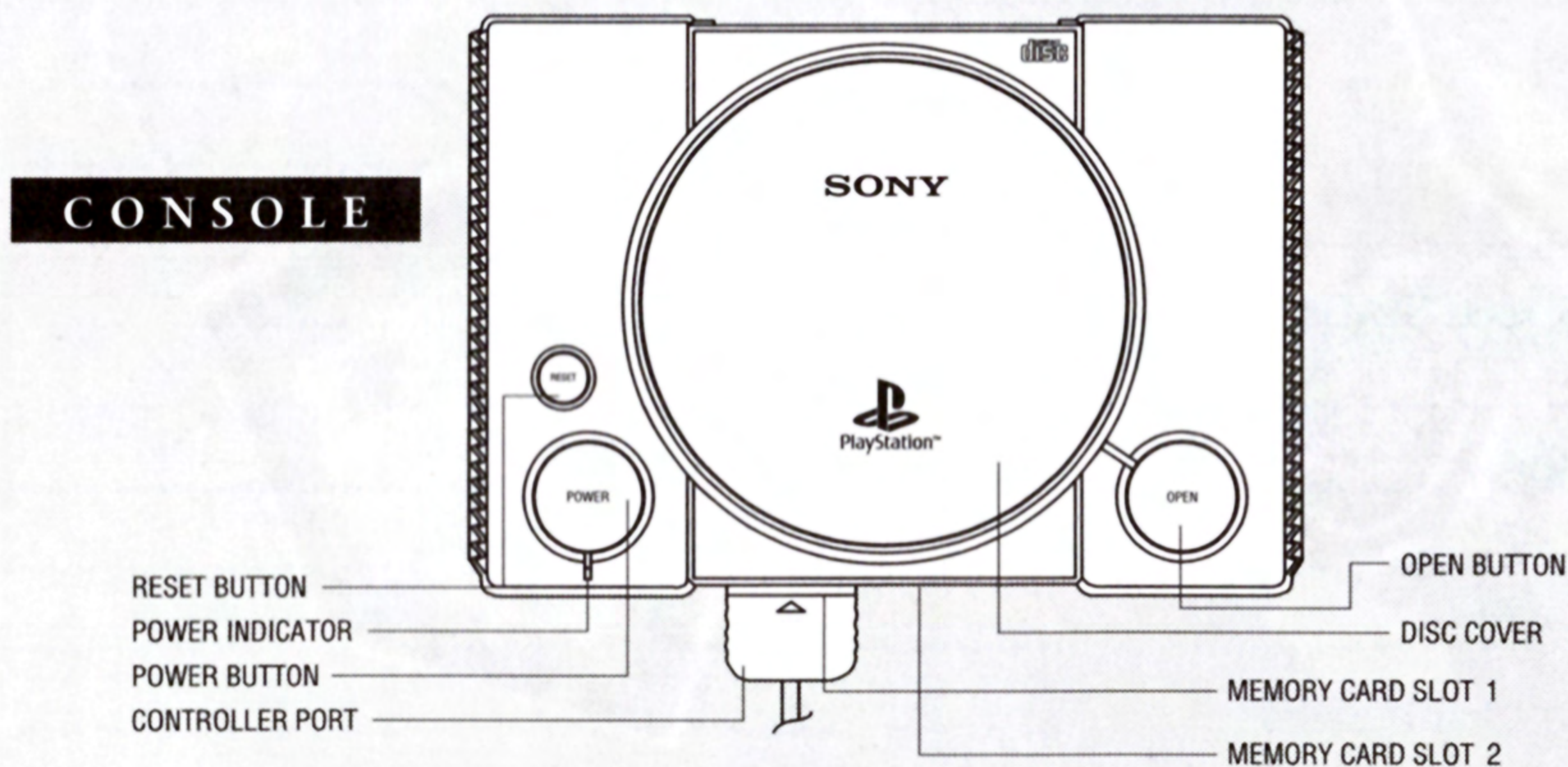
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GETTING STARTED

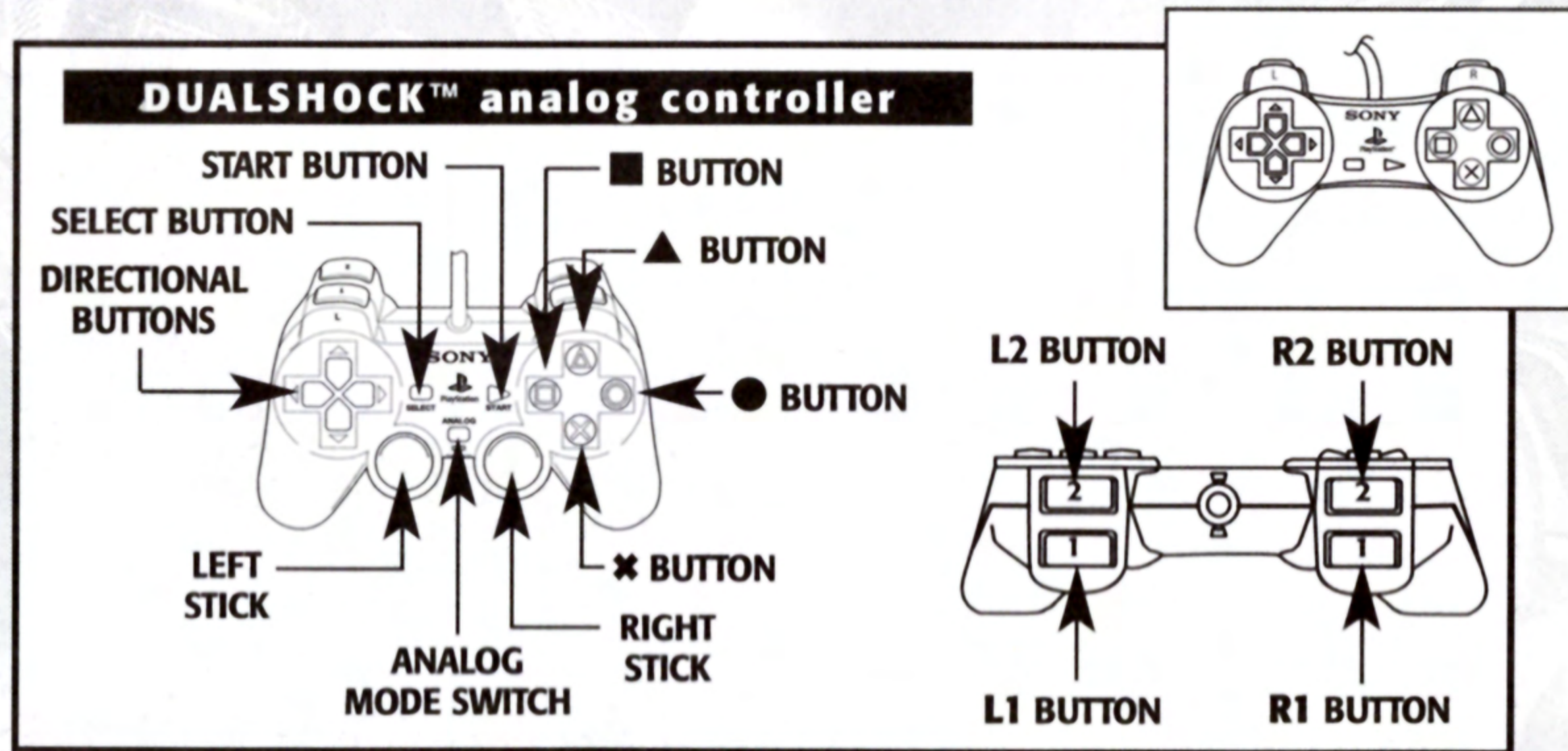
Important! Do not insert or remove peripherals or Memory Cards once power is turned on. You will need a Memory Card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Tonka® Space Station* disc and close the disc cover.
4. Insert the game controllers (and Memory Card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the **START** button.

Note: You will not be able to save your progress or game information if you don't use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game in order to save games, player information and high scores. You are not able to swap Memory Cards during play and you must leave the card in Memory Card slot 1-A of your multitap if you are using one.



CONTROLLING THE TONKA® SPACE VEHICLES



◀ **NOTE:** You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

Valid control visuals will generally appear on screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *Tonka Space Station*.

Directional Buttons – Use these buttons to navigate through menu choices, choose a module and Level, or to steer a Tonka space vehicle.

*** Button** – Use this button to shoot, jump, accelerate, drill, or shield. Also use this button to select a menu item.

▲ Button – Use this button to return to the previous menu.

● Button – Use this button to shoot, speed up, tilt sideways, or wind up.

■ Button – Use this button to slow down, or to move backwards.

START Button – Use this button to pause the game and bring up the In-Game Options menu.

L1 Button – Not used.

L2 Button – Not used.

R1 Button – Use this button to activate Turbo boost.

R2 Button – Not used.

Note: If you are using a DUALSHOCK™ analog controller and the vibration feature is turned ON, you will feel lots of vibrations during gameplay.

WELCOME TO TONKA® SPACE STATION!

Take charge of the new Tonka® Space Station! It's all-new Tonka® fun with Tonka Joe™ where you create, maintain and protect your very own Space Station. Add up to eight different action modules, carry out exciting missions and operate cool Tonka space vehicles! It's out-of-this-world fun!

MAIN MENU

From the Main Menu, select from the following:

New Game

Select here to start a new game and then choose a play mode: Arcade or Simulation. See "The Different Play Modes" below.

Load Game

Select here to load a previously saved game. You must then select Memory Card slot 1 or 2 from which to load a saved game. Press the **X** button to confirm your selection. You will then be prompted to load your game.

Options

Select here to go to the Options menu. From there you can adjust the sound effects volume (SFX Volume) and the Music volume. Select a volume category and then use the left or right directional button to adjust its volume. You can also turn the DUALSHOCK™ analog controller's vibration feature ON or OFF from the Options menu. Simply select the Vibration option and then use the left or right directional button to toggle the feature.

Credits

Select here to see the names of the people who worked so hard to bring you this game.



THE DIFFERENT PLAY MODES

The *Tonka Space Station* game features both an Arcade mode and a Simulation mode. The different modes provide access to different Space Station module mission levels.

Arcade

In Arcade mode, you only have access to Level 1 of the different Space Station module missions. This allows you to get familiar with each of the modules before attempting the Simulation mode.

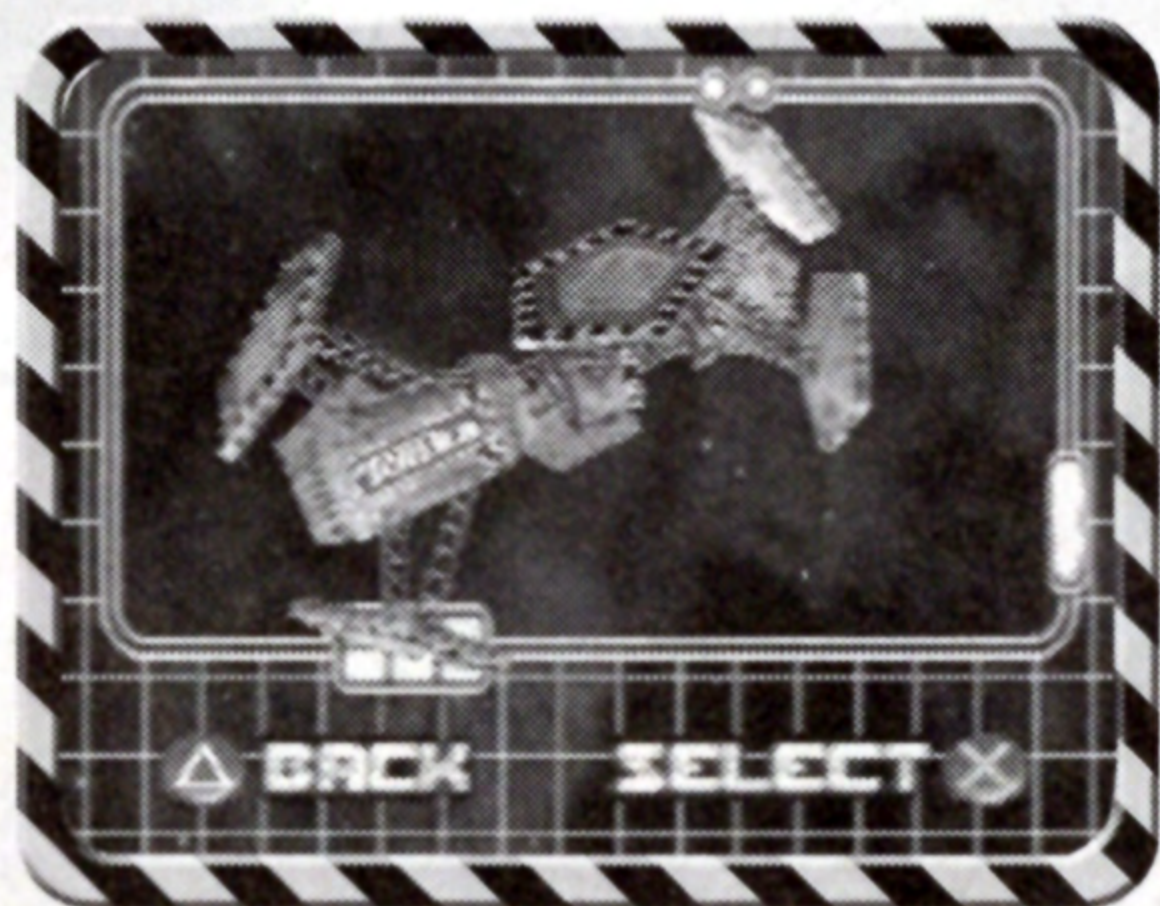
Simulation

In the Simulation mode, you are in charge of the Space Station — building it up, maintaining it, and defending it from harm. Your job is to keep the Space Station in balance. From the Simulation mode, you can advance through three different module mission levels. **Note:** As you advance through the levels, the difficulty of the level will increase.

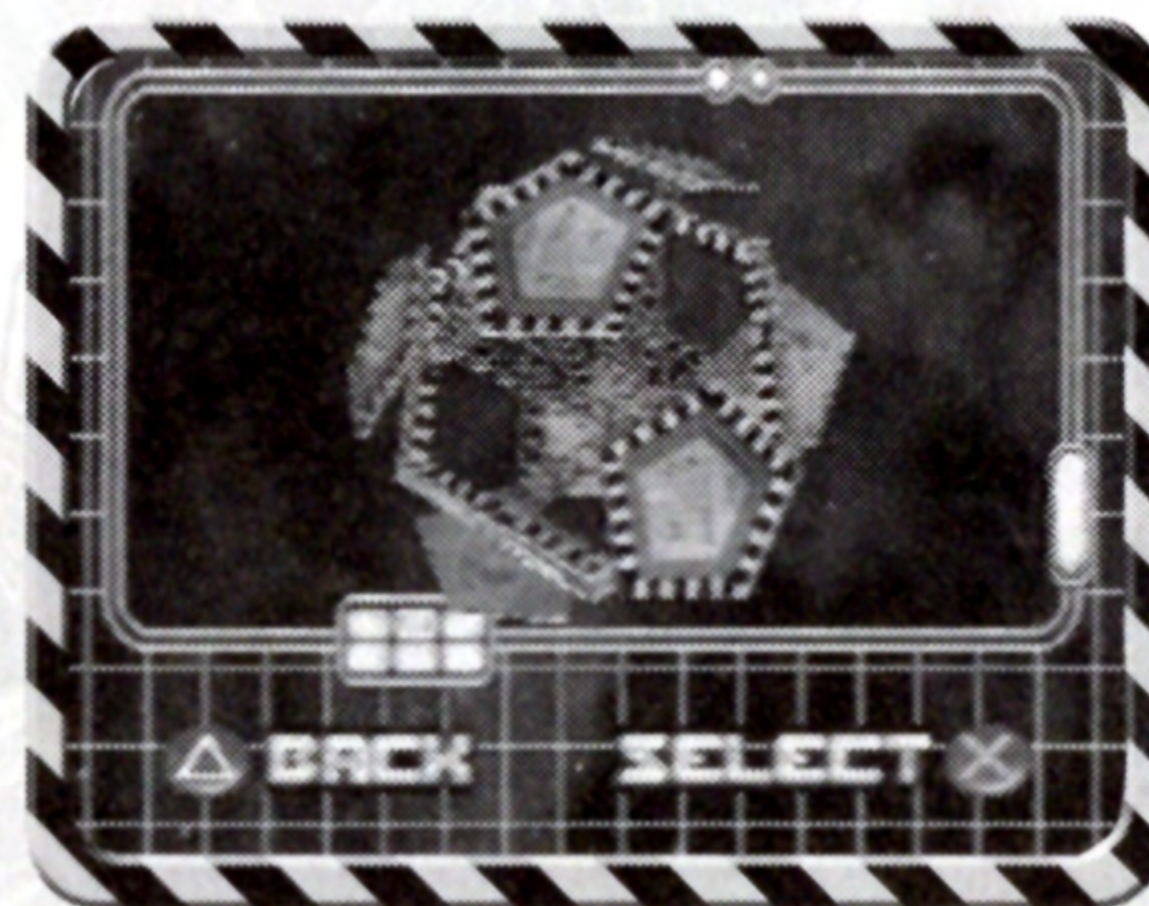
SELECT A SPACE STATION DESIGN

At the start of a new game, you must first choose one of the three Tonka Space Station designs shown below. Use the left or right directional button to scroll through the different designs, then press the **X** button to confirm your selection.

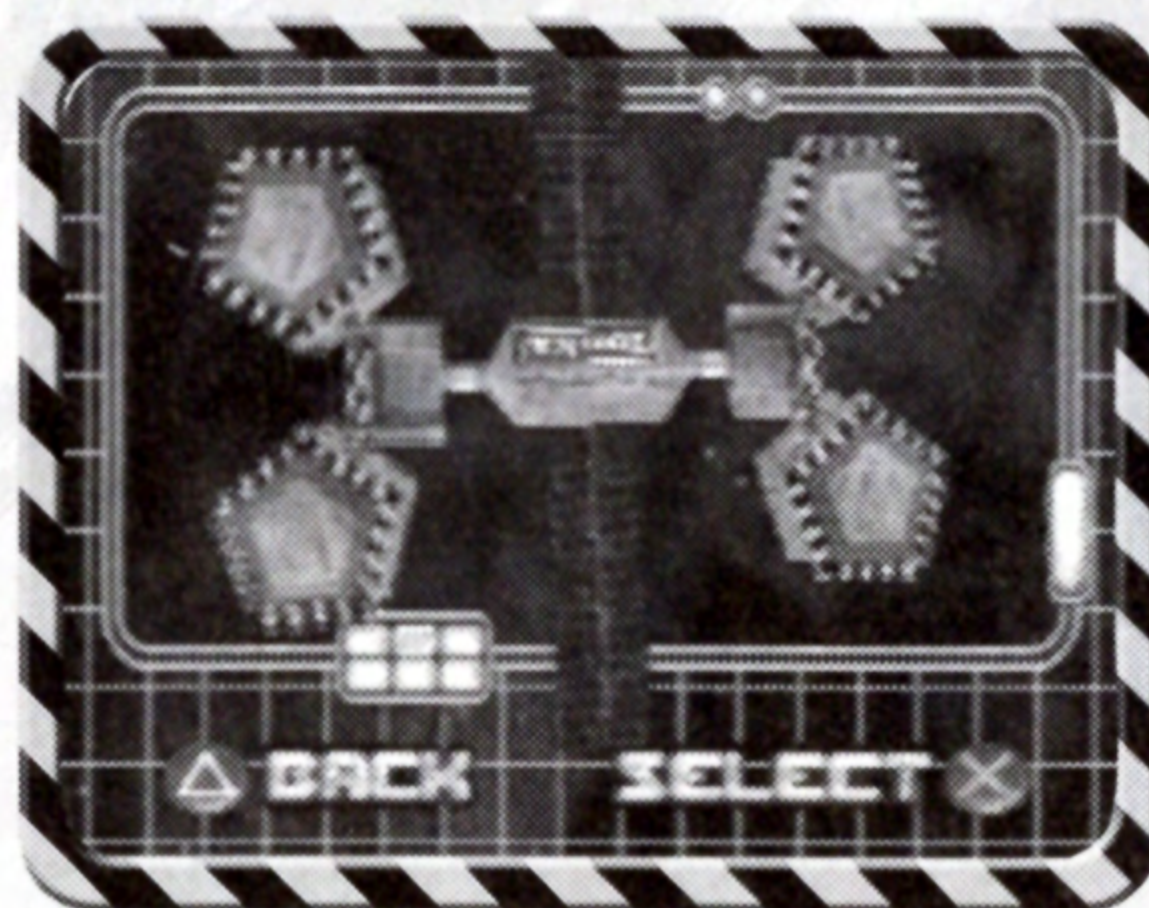
The Hexapod



The Tech Frame



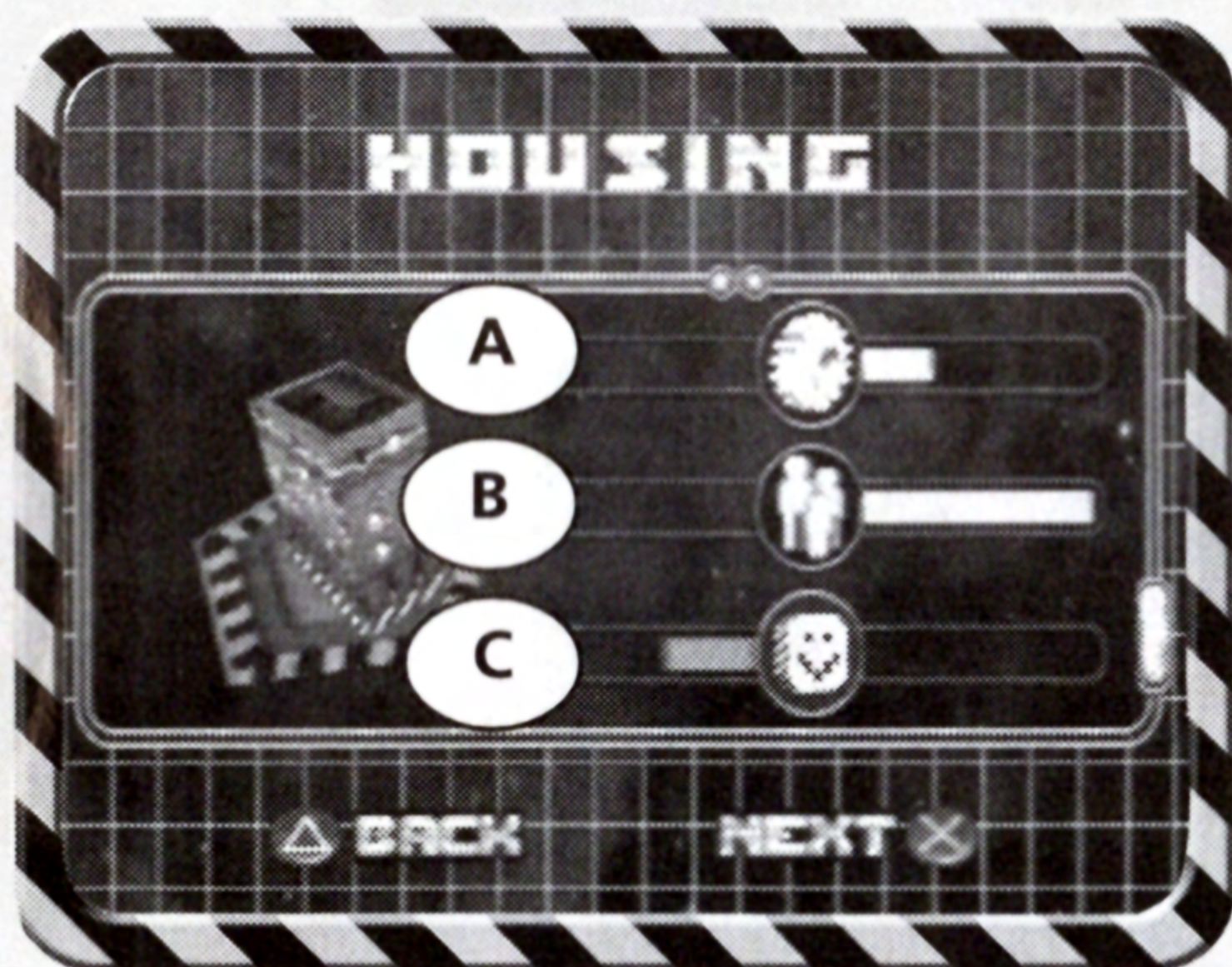
Solabase



Next, use the left or right directional button to move from platform to platform on the Space Station. Press the **X** button to select a blank platform on which to build a module; then use the left or right directional button to scroll through all of the different modules that you can build. Press the **X** button to confirm your selection.

THE SPACE STATION MODULES

There are 8 different Space Station modules from which to choose. Each module benefits the Space Station in a different way. All of the modules are equally important, and each features a specific mission. Successfully completing a mission attaches that module to the platform, which benefits the entire Space Station and all of the Tonka people who live and work there.



Module's Potential Effect Screen

The colored bars on this screen indicate the potential effect the module could have on the three most important aspects of the entire Space Station — productivity (A), population (B) and happiness (C). The red bars to the left of an icon indicate the *negative* effect that the module could have on that specific element, while the green bars to the right of an icon indicate the *positive* effect.

Note: Use the information from this screen, along with the information from the Simulation Status Screen (described on page 22), to balance your Space Station.

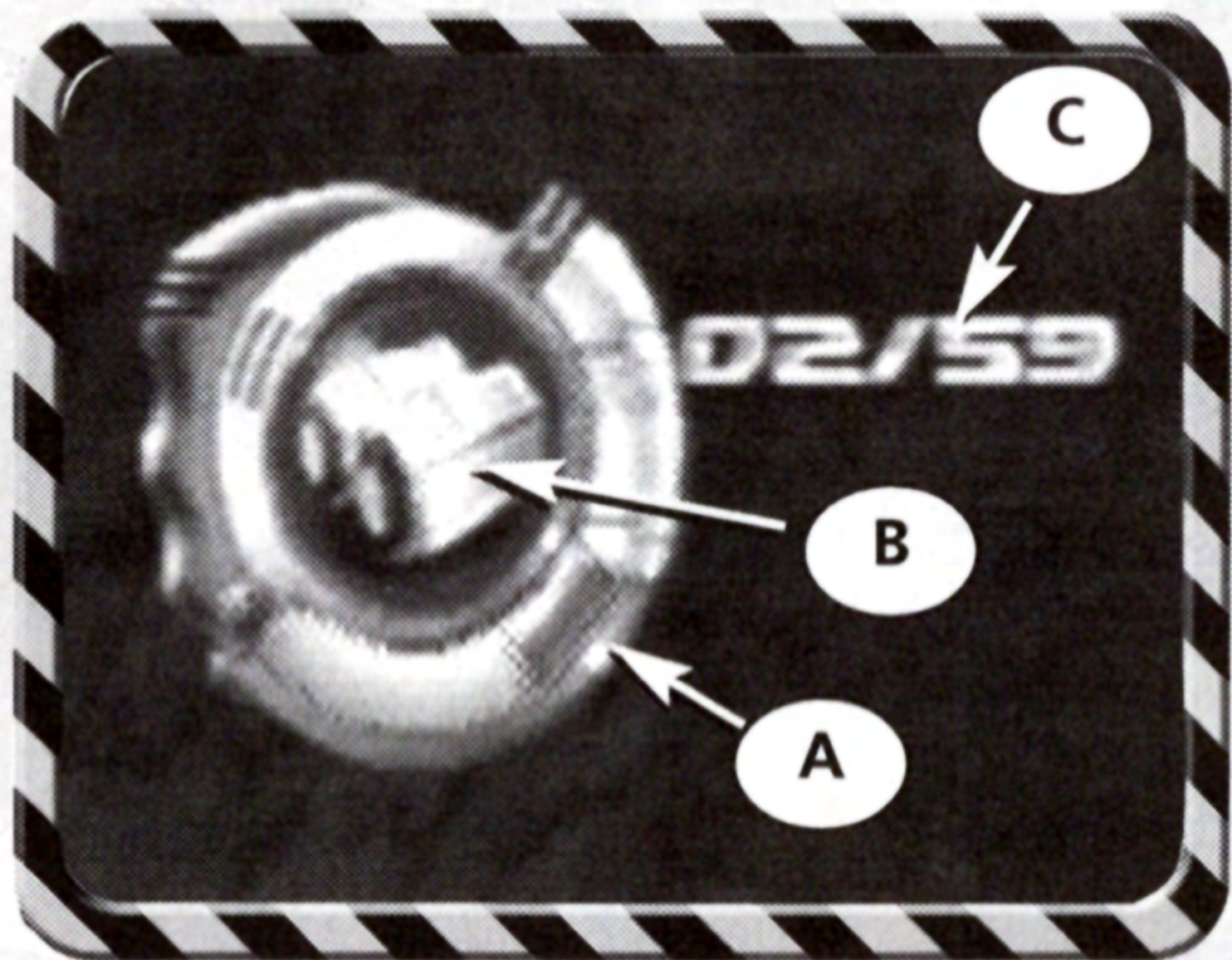


Power-Ups

Throughout all of the levels are spinning wrenches with a blue glow. These are health power-ups. Move your vehicle through these objects to get a health boost.

THE ON-SCREEN MEDALLION

The on-screen medallion appears in the top left-hand corner of the screen during a mission. It always features these three distinctive areas:



A. The Health Meter

The health meter is a band of green, which has a red band that moves over it and grows in size. The more red there is the lower your health level.

B. The "Goal" Icon

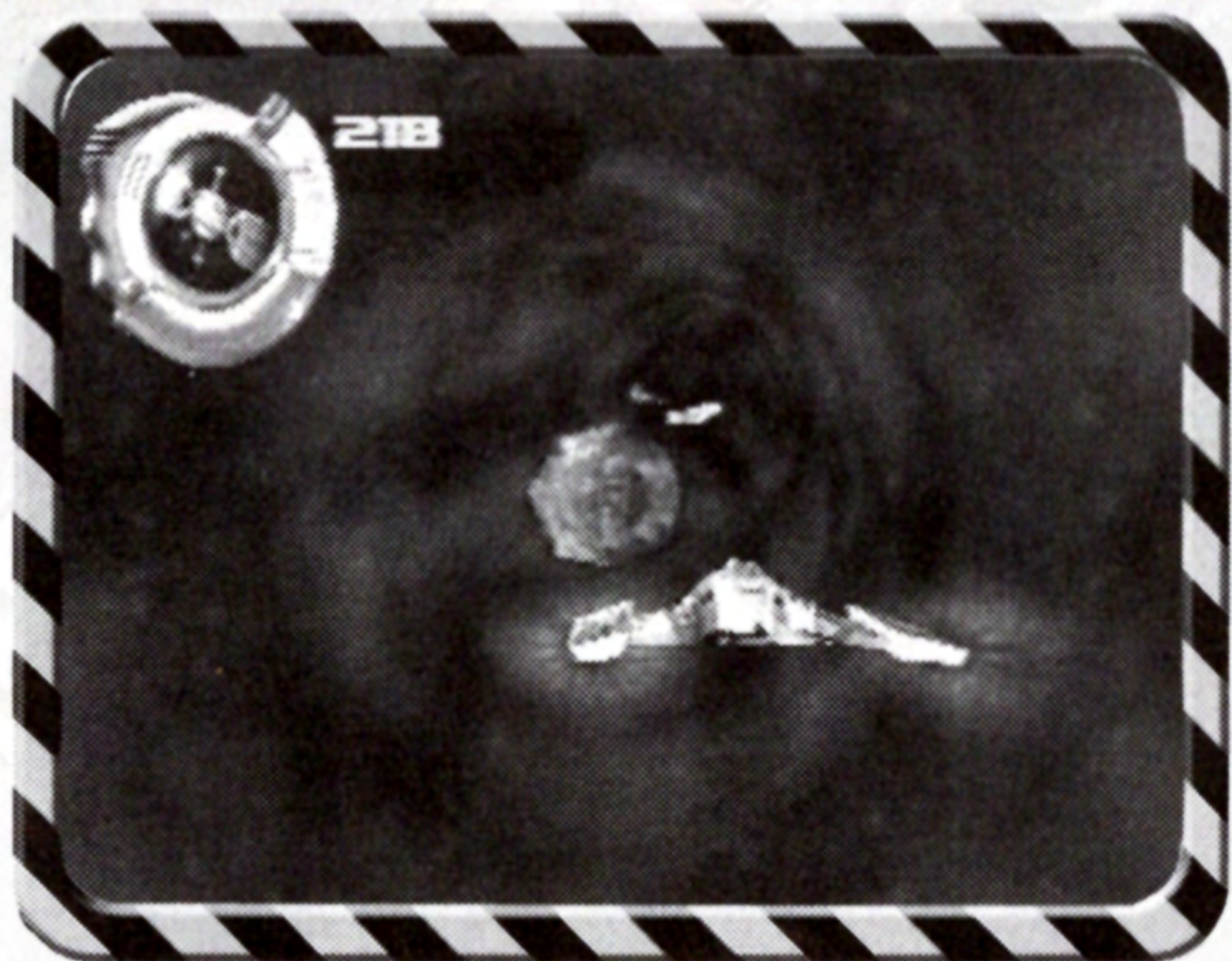
This appears in the center of the medallion and is usually an icon of the thing you are collecting, patching, blasting or trying to achieve. It is there to remind you of your goal.

C. Progress Tracker

These are the numbers that appear to the right of the medallion. They usually appear as two numbers separated by a slash ("/"). The left number represents

the actual number of objects you've collected, or patched, while the right number represents the total number possible. **Note:** In some missions, the numbers will appear on top of each other.

COMMUNICATIONS MODULE



Mission: Retrieve a satellite that has been sucked into a wormhole.

Benefit: Allows communication with the people back home.

Vehicle: Tonka Wing

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

✕ Button – Engages the protection shield.

● Button – Flips the vehicle on its side.

Tracked: Time remaining to retrieve the satellite.

Environment

The wormhole is a twisting, turning, tube-like path. The walls are lined with a beautiful gaseous glow. Inside the wormhole, however, are plenty of obstacles. As you get sucked through the wormhole, maneuver around rock debris and man-made space junk. Careful! The surrounding radiation will slowly drain your health meter.

Vehicle

Your vehicle for this mission is the Tonka Wing. The ship is aerodynamically designed for maneuverability. The Tonka Wing has the ability to fly in its default horizontal position, as well as in a vertical, side-roll position. It also has a defense shield that can be activated to protect the ship against the wormhole's vortex holes and energy field hazard, as well as the man-made space junk. **Note:** The shield will not protect you from rocks. You will need to maneuver out of their way. The shield only stays active for a very short period of time.

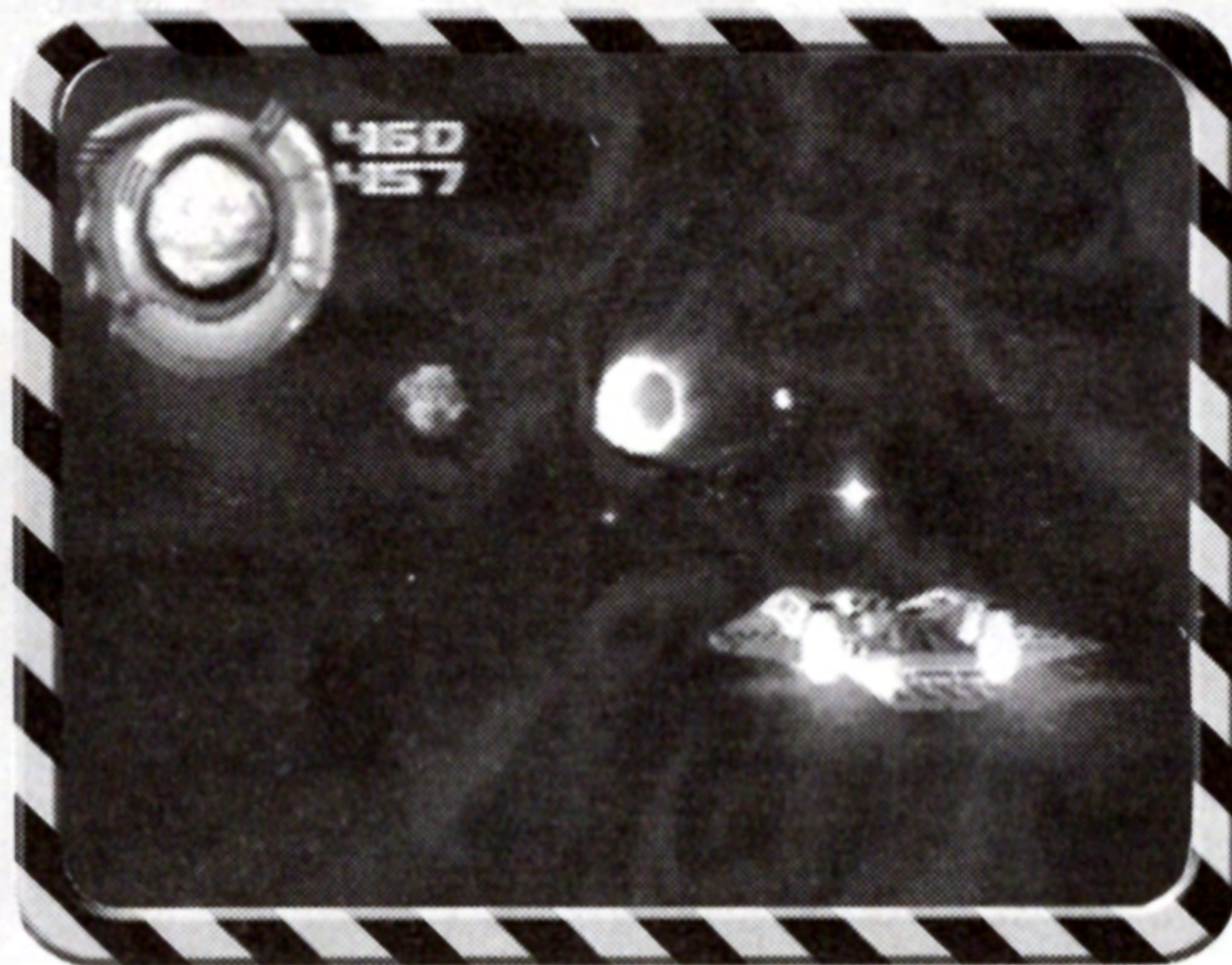
Hazards

Some of the obstacles you must overcome on the mission include space rocks, old satellites and space ships, large pieces of debris, and high-voltage energy fields.

Goal

To activate the Communications module, you must reach the satellite at the end of the wormhole before the wormhole closes. If you do not reach the satellite before your time or your health meter runs out, the mission will automatically be terminated. Pick up as many health power-ups as possible.

DEFENSE MODULE



Mission: Protect your communications satellite from a large incoming asteroid.

Benefit: Makes the Space Station inhabitants feel happy and more secure.

Vehicle: Cosmic Defender

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

X Button – Shoots out laser blasts that help break up the asteroid.

R1 Button – Turbo boosts your vehicle closer to the asteroid.

Tracked: The size of the remaining asteroid (top number), and the time remaining in the level (bottom number).

Environment

The environment for this mission is deep space in the tail of the asteroid. Ahead of you in the far distance, your communications satellite lies in the path of the asteroid.

Vehicle

Your vehicle for this mission is the high-performance Cosmic Defender. This vehicle moves at a base speed following the asteroid. However, you also control a power booster that propels you closer to the asteroid, and a blaster that fires laser pulses in the direction you are traveling. If your vehicle gets hit by a rock, it will spin head over tail and your health meter will decrease.

Hazards

When you hit the asteroid with a laser blast, the asteroid will begin to break apart, sending large chunks of rock in your direction. You must then maneuver out of the way of the obstacles you have created or blast them. The closer you are to the asteroid, the more damage you do. However, the closer you are to the asteroid, the less time you have to react to the rocks that break loose!

Goal

You must completely destroy the asteroid before it collides with your communications satellite — and before your time runs out. If you do not destroy enough of the asteroid in time, the satellite will be destroyed and you cannot build the module at this time. You will have to try the mission again.

FACTORY MODULE



Mission: Collect Tonkonium to use in the factory and avoid misplaced explosives.

Benefit: Increases the factory's productivity.

Vehicle: Tonkonium Extraction Vehicle (TEV)

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

✕ Button – Activates the drill bit.

Tracked: Number of pieces of Tonkonium collected/Total possible.

Environment

The environment for this mission is a volcanic lunar surface. Lava pools spanned by narrow land bridges and TNT boxes dot the planet's surface. Travel along a path from the drop-off point to the pick-up point and collect all hidden or out-in-the-open Tonkonium canisters. Watch out for boxes of TNT, and lava blobs!

Vehicle

You're now in control of the Tonkonium Extraction Vehicle (TEV)! This vehicle travels the planet's surface and is capable of turning on the spot and traveling in any direction. The TEV collects Tonkonium canisters out in the open by simply running into them. To release *hidden* Tonkonium canisters, the front-mounted drill bit allows you to drill into rock. Simply move to an area that you suspect hides a Tonkonium canister (perhaps a crack in the rock wall?) and activate the drill.

The TEV also has the ability to trigger the timed fuse of certain TNT boxes. Simply "bump" into the *yellow-striped* TNT boxes and then move away as quickly as possible to avoid the shock waves of an explosion. Once the TNT has exploded, it will either reveal Tonkonium to be collected or it will clear the path for you.

Hazards

Some of the obstacles or hazards that you will encounter along the way include lava pools, narrow bridges, crates of dynamite, a stamping press machine, and bubbling lava blobs.

Goal

Collect all of the Tonkonium canisters and reach the return point at the end of the path. This will activate the Factory module. The number of Tonkonium canisters that you collect will affect your Factory's productivity. **Note:** You can replay the mission at any time to try to increase your score and improve the productivity of your Factory.

HARVEST MODULE



Mission: Gather space berries for your Space Station inhabitants and avoid alien weeds.

Benefit: Provides food for the growing Space Station population.

Must Replenish: Food and Fuel

Vehicle: Bio-Harvester

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

✕ Button – Activates booster rockets.

● Button – Shoots herbicide pellets.

Tracked: Number of space berries collected/Total possible.

Environment

The biosphere is a glass-domed hemisphere with a soil floor. Your path is lined by tall, otherworldly vegetation. The items to be collected are blue space berries that lie scattered in the pathway and hang on stems overhead. Some of the obstacles to avoid include large irrigation pipes that cross your path. You must maneuver over them or under them.

Vehicle

Your vehicle for this mission is the Bio-Harvester. This craft closely follows the contours of the ground. Its harvesting capabilities are automatically activated when you approach a space berry. All you need to do is aim the Bio-Harvester in the right direction and "touch" a berry to pick it up.

The Bio-Harvester is fitted with booster rockets underneath its wings. When activated, the boosters temporarily lift the vehicle up into the air. This capability allows you to dodge weed spores, jump over irrigation pipes, and reach the berries that hang overhead. In addition, the Bio-Harvester has the ability to squirt herbicide pellets in the direction it is facing.

Hazards

Some of the obstacles or hazards that you will encounter along the way include:

Spore Shooters – These very large weeds grow at an incredible speed. If left to grow, the weeds will begin to shoot toxic spores both down and across the path.

Grabbing Weed – These large weeds will try to eat your vehicle. Don't worry though, they can't actually eat you. What they can do, however, is decrease your health meter, forcing you to start the mission again from the last checkpoint. **Note:** The herbicide pellets do not effect these flowers.

Roto-dendron Flowers – These flowers lay flat on the path with their razor-sharp petals splayed out. If you hit a spinning flower, your health meter will decrease. **Note:** The herbicide pellets do not effect these flowers.

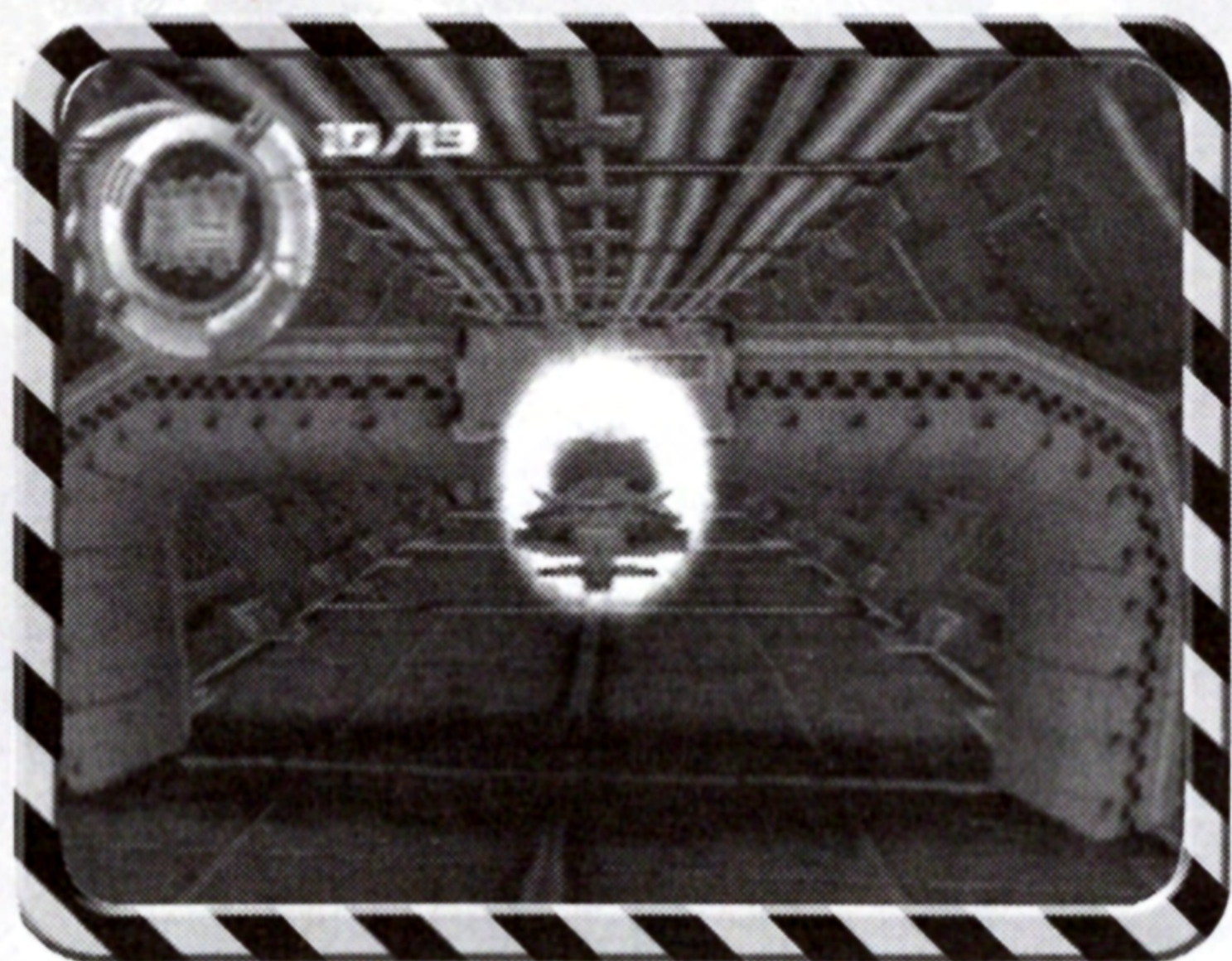
Solar Collection Unit – Every so often, a big solar-collector panel lies in the middle of the path ahead. Suspended on brackets above it is a large, rotating magnifying glass. Each time the magnifying glass faces the solar panel, a strong beam of sunlight is projected down onto the panel. If the beam hits your vehicle, your health meter decreases significantly, forcing you to restart the mission from the last checkpoint.

Irrigation Pipes – Irrigation pipes are built across the path. These obstacles do not move. You will need to jump over the low pipes, and travel under the high pipes.

Goal

Collect as many of the space berries as you can while avoiding all obstacles. The mission is completed when you reach the end of the path or terminated when your health meter is completely red. When you successfully reach the end, you will be credited for the food you have collected. If you do not score high enough in this mission, you cannot build the module on the Space Station, and you will not receive the space berries you harvested. You will need to try the mission again.

HOUSING MODULE



Mission: Shoot repair patches to fix up the living quarters, and then close the ventilation system's main hatch.

Benefit: Allows for increased population.

Vehicle: Space Spinnaker

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

✖ Button – Shoots a patch at the object in the target.

■ Button – Slows your forward motion temporarily.

● Button – Speeds your forward motion up.

Tracked: Number of successful patches/Total possible.

Environment

The main hatch of the Housing module's ventilation system is stuck open, creating a giant vacuum. All kinds of malfunctioning devices line the walls and floor of the tunnel. The arcing power lines, hissing steam vents and pulsating transfer cases all require your attention.

Vehicle

Your vehicle in this mission is the Space Spinnaker. This streamlined vehicle features a sail-like device that opens to catch the vacuum as soon as it enters the tunnel. There is also a "patch shooter" mounted on the vehicle that moves automatically to target fixable objects within its range. The patch shooter applies a steel plate and rivets to the pipe, wall, or electrical system that needs fixing. You can shoot a patch at any time and at anything. **Note:** You cannot fix an object that isn't already broken.

Each fixable object will include a "target zone." When the Space Spinnaker enters the target zone, the circle and crosshair will change color in front of the target object, indicating that the target is in range to be hit.

Hazards

As you travel the path from start to finish, you will encounter numerous obstacles that require skillful vehicle control. These obstacles include pipes and storage containers, electrical cables, and dangerous red and blue steam.

Goal

Your job is to travel through the tunnel, avoid obstacles, repair maintenance problems encountered along the way, and ultimately close the main hatch. The things needing repair include:

Broken Steam Pipes – Repair by shooting patches at the source of the steam.

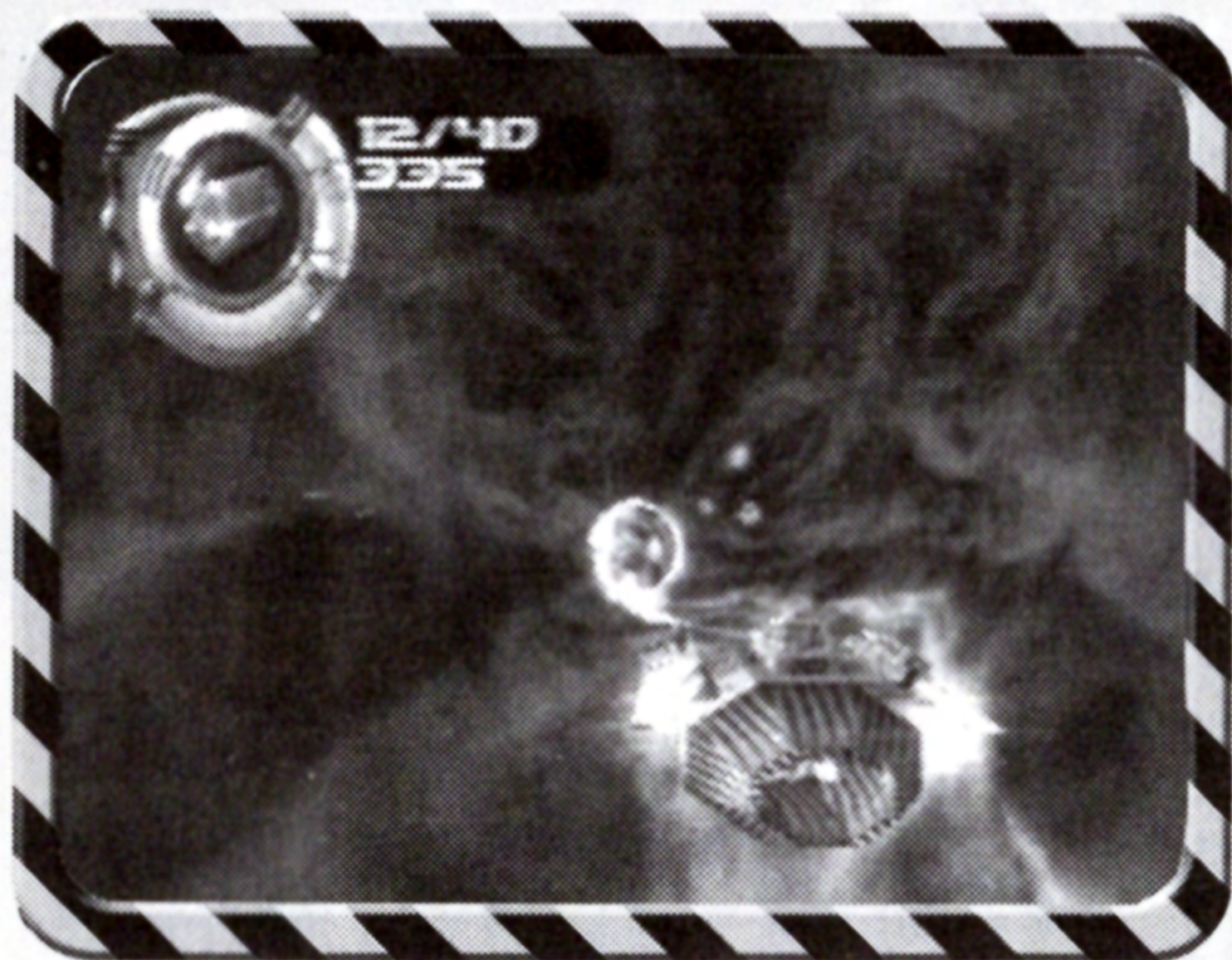
Arcing Power Lines – Repair by shooting a patch at the control box so that you can safely pass by.

Pulsating Transfer Case – This square-shaped object with power lines leading to it features a big, red, rotating warning light above it. Shoot the box with a repair plate to reinforce it.

Pressurized Containment Cartridges – These cylindrical cartridges are mounted to the tunnel's side walls. They have pipelines leading into them and a pressure gauge on top. The pipelines are bulging and the pressure gauge shows EXTREME pressure. Shoot a repair patch at the pipelines for reinforcement before the cartridges explode.

At the end of the tunnel is the open main hatch. Quickly shoot patches at the wall behind the lights to close the hatch. When the vacuum dies down, you will have completed the mission. If, however, you fail to close the hatch in time, you'll be sucked into space and the mission will be terminated. You will have to try the mission again.

POWER PLANT MODULE



Mission: Soar through the tail of a comet and collect fuel crystals.

Benefit: Provides power for running all components of the Space Station.

Must Replenish: Food and Fuel

Vehicle: Tail Duster

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

X Button – Shoots photons to break up the comet and free up more power crystals.

R1 Button – Activates the turbo booster.

Tracked: Number of crystals collected/Total possible (top number), and the amount of time left in the level (bottom number).

Environment

The environment for this mission is in the tail of the comet. Ahead of you, the glowing comet is always visible. It is the source of the fuel crystals you need to collect, as well as the source of your primary hazard — ice chunks that break off and come flying towards you.

Vehicle

Your vehicle for this mission is the Tail Duster. It moves at constant speed behind the comet, never getting any closer or farther away unless you engage the turbo booster. The Tail Duster also features a blaster that you can use to blow up the flying ice chunks. Use the blaster to also break off fuel crystals from the surface of the comet. The mouth of this vehicle attracts the fuel crystals, so if you fly near enough to one, it'll be sucked in and collected.

Hazards

The ice chunks are the only hazards in this mission. To overcome them, maneuver out of their way, or blast them to bits.

Goal

Your goal is to collect all of the green fuel crystals and all of the yellow mega crystals. To collect the fuel crystals, simply run into them. To increase your score, use the blaster to break off more fuel crystals from the comet's surface. If playing in Simulation mode, you must collect enough power crystals to activate the module. If you are successful, those power crystals will supply fuel for the entire Space Station. If you are unsuccessful, all of the collected fuel crystals will be lost and you will have to play the mission again.

RESEARCH MODULE



Mission: Rescue precious research equipment from collapsing underground caves.

Benefit: More research devices means higher Productivity.

Vehicle: Arachnarover

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

X Button – Jumps the vehicle.

Tracked: Number of pieces of equipment collected/Total possible.

Environment

You are in a long tunnel-like cave under the surface of the planet. The floor of the cave is very rough, and unsuitable for wheeled vehicles. Sticking out of the ground are stalagmites, which need to be avoided, and hanging from the ceiling are numerous stalactites, that will fall during earthquakes. There are also wide crevasses and cliffs that you will need to jump over.

Vehicle

The vehicle for this mission is the multi-legged, spider-like Arachnarover. Its legs are telescoping, enabling the vehicle to jump vertically. The Arachnarover is also quite adept at collecting imperiled equipment — just move near a piece of equipment to collect it.

Hazards

Some hazards that you will encounter during this mission include stalactites, stalagmites, cliffs, lava crevasses and earthquakes. **Note:** You must jump over a cliff that has a lava crevasse below it.

Goal

You must successfully navigate the path while picking up all of the pieces of research equipment and power-ups. **Note:** Each time you fail to overcome a hazard, you will either decrease your health meter or you will be sent back to the last checkpoint.

SPORTING ARENA MODULE



Mission: Test out the high-speed racecourse and beat the track's best time.

Benefit: A happy population.

Vehicle: Terra Racer

Controls:

Left/Right Directional Buttons (or Left Stick) –

Steers vehicle left/right.

✖ Button – Controls the vehicle's forward movement and speed.

■ Button – Puts your vehicle in reverse.

Tracked: Your Time (top number) versus the track's Best Time (bottom number).

Environment

This mission takes place in a futuristic-looking sporting arena. The racecourse is a twisty, hilly track, with lots of open pits, jumps, gates, short cuts, speed-ups, tunnels and bumpers. There are guardrails on either side of the track to keep you from falling off and directional arrows to show you which way to go. Keep a look out for short cuts. They will really improve your time!

Vehicle

The Sporting Arena is where you get to experience a finely tuned space-racing machine — the Terra Racer!

Hazards

Some of the track hazards include ramps, large pits, falling gates, pinball bumper rails, and the low G zone. **Note:** A blue tunnel with stars indicates the low G zone. It gives you the sensation of being almost weightless.

Goal

The goal of the mission is to reach the end of the course in the shortest possible time. Your mistakes result in time penalties. Beat the track's Best Time and you'll open up the track for the rest of the Tonka Space Station population to enjoy.

THE BOSS MODULE



Mission: Defend the Space Station against an incoming, malfunctioning satellite.

Benefit: Prevents damage to the Space Station.

Must Replenish: Food and Fuel

Vehicle: TSS Boss

Controls:

Directional Buttons (or Left Stick) – Controls vehicle movement.

✕ Button – Shoots out projectiles that help break up the out-of-control satellite.

● Button – Winds up the friction laser.

Tracked: Health of the Boss satellite (top number), and the time remaining in the level (bottom number).

Environment

This mission takes place in deep space behind the out of control satellite. Ahead of you in the far distance is your Space Station. You need to blast away at the satellite, avoid its defensive weapons and survive long enough to destroy it.

Vehicle

You have the latest in defense vehicles — the TSS Boss. Your vehicle's design is similar to the Cosmic Defender, only this time you've got the added bonus of a friction laser that allows you to blast a laser beam at the incoming satellite. To engage the friction laser, wind up the TSS Boss' wings by pressing and holding the ● button. When the satellite opens its protective shields, release the ● button to have the friction laser blast away at the satellite.

Hazards

The primary hazard in this mission is the satellite itself. The satellite has several weapons of its own. It may send blasts or pulses of energy back in your direction, drop laser mines or shoot large crystals. If you get hit by any of these items, your health meter will decrease.

To destroy the satellite, you will need to blast its control center, which is in the center of the device underneath the closed protective shields. The exact method of hitting the control center depends on the defensive strategy the satellite is using at a specific time. Try lots of different techniques, but remember to keep moving and watch out for anything that comes from the satellite.

Goal

The goal is to destroy the satellite before it collides with the Space Station. If you are unsuccessful, there will be a consequence to your Space Station. For example, one of your modules may become partially damaged. After three failures, a module on your Space Station will disappear and you will need to rebuild it in order to keep your Space Station in balance.

BONUS LEVEL

Mission: Collect the freeze-dried ice cream falling out of the broken delivery vehicle.

Benefit: Just for fun!

Vehicle: Just Tonka Joe taking a space walk.

Controls:

Directional Buttons (or Left Stick) – Controls Tonka Joe's movement.

Tracked: The number of freeze-dried ice cream packages you have collected.

After successfully building, managing and protecting the Tonka Space Station (and attaining the rank of Galactic Commander), you've got the most important job of all! Collect all of the ice cream falling out of the broken delivery vehicle. Watch out for those boots!

MEASURING YOUR SPACE STATION'S SUCCESS

Throughout the *Tonka Space Station* game (in Simulation mode), you continually earn points towards an overall game score. This score takes into account your Space Station's current population, how productive the Space Station has been, and the happiness of the population.

Population

When you first begin the game, there are only a small number of people on your Space Station — the workers. To bring more people on board, you need to have the right conditions.

Depending on the conditions, some people will leave or new ones will arrive. Sometimes the population will remain unchanged. When you first choose to build a module, check the module's status bars. (See "Module's Potential Effect Screen" on page 8.) These bars will indicate if the module you want to build will potentially increase or decrease your population.

In order to maintain your population, you need to have sufficient food to feed the people. The amount of food collected depends on your success in completing the missions. If your food is near zero, and you ignore the warnings to get more, you will start to lose Productivity, Population and Happiness points. **Important!** You can replay the Harvest module mission over and over to increase the amount of food available.

Happiness

You begin the game with a population that is fairly happy. However, people are always looking to be happier. To increase happiness, you must build a module that increases happiness: Defense, Sporting Arena, or Communications. The more of these modules you activate, the happier the population will be.

There are also several things that make your population unhappy. First, if you don't add a module designed to increase happiness after several rounds of play, the happiness level will start to drop. Second, running out of food or fuel will also drop the happiness level. Finally, poor performance at the Boss Module will also decrease happiness.

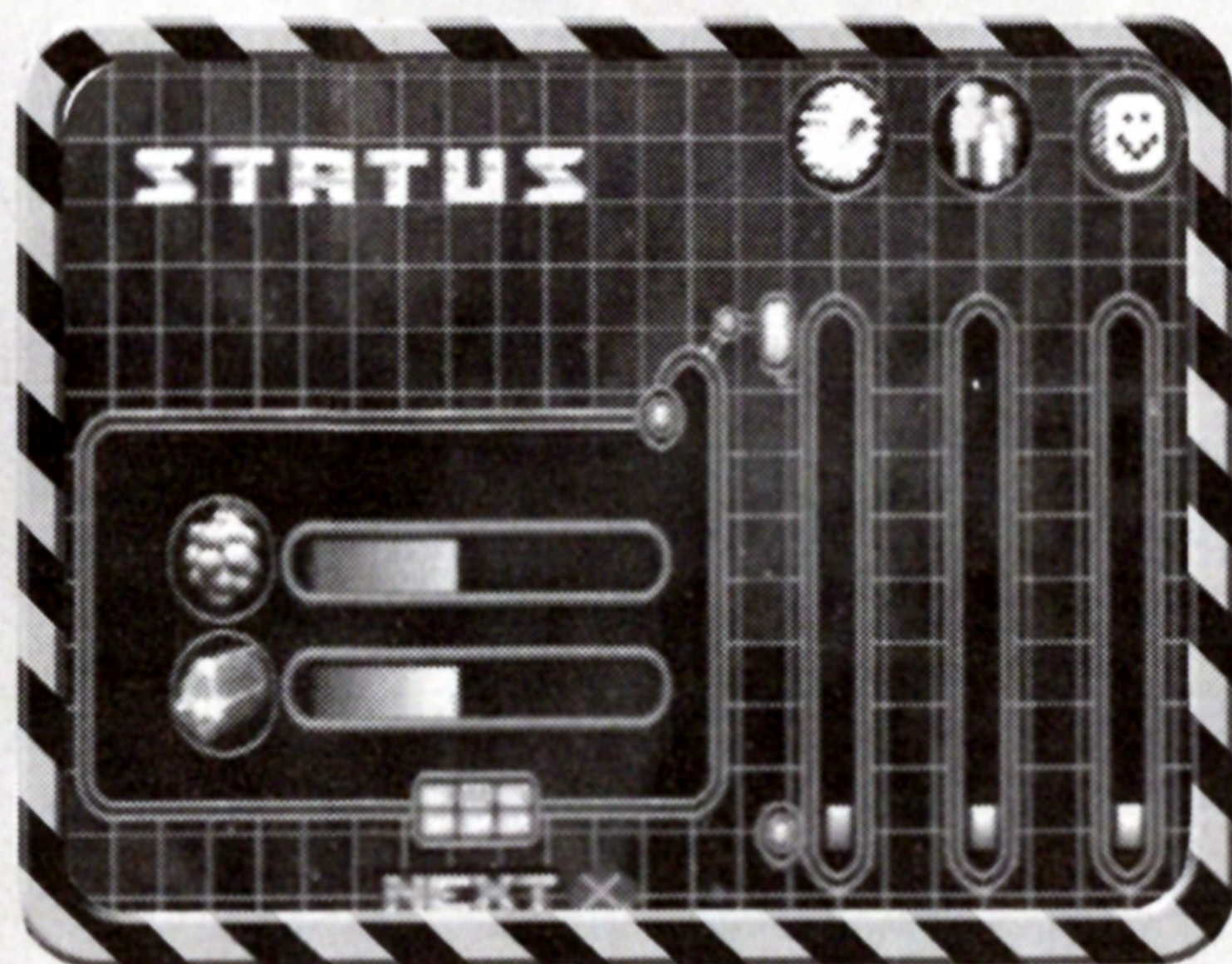
Productivity

The Productivity rate measures how much you are producing on your Space Station. Different modules affect Productivity in negative and positive ways. You need to balance Productivity so that it effects the other elements (Population and Happiness) in a positive way.

You begin the game with a certain degree of Productivity. To increase the Productivity rate, you can add a Factory or Research module, or you can add more Power Plants. Performance during these modules' missions will affect the Productivity rate. (Better performance means more Productivity.) Population also effects Productivity. You need to have a enough people to do the work!

During each game round (successful or not), your Space Station consumes a certain amount of fuel, based on its size. If you run out of fuel, you lose Productivity, Population and Happiness points. To get more fuel, you must replay the Power Plant module. Fuel collected at higher game levels is worth more than fuel collected at lower levels.

STATUS SCREENS



Simulation Status Screen

You can check on the status of your game from a platform screen at any time by pressing the ● button. The Simulation Status screen provides information concerning all of the factors that affect the Simulation: population, happiness, productivity, food, and fuel.

Population, Happiness, Productivity, Food and Fuel are displayed as bar graphs. Their current values are shown as a percentage of the total possible value. **Note:** If the bar graph for Food or Fuel is red, you will need to replay the corresponding module mission until the bar graph displays blue or green, respectively.

To close the Simulation Status screen, press the ✕ button.



End Game Status Screen

This screen appears after each game round. Your game performance and current rank are displayed here.

Performance – Your performance for the round just played is displayed with up to 4 stars (1 being worst and 4 being the best performance score). Your performance is a rating that is based on a number of factors: your health meter level, the number of tracked items you collected during the mission, and whether or not you completed the mission's goal.

Rank – Your current rank is displayed within the full ranking system so that you can see where you are and where you need to go next.

To close the End Game Status Screen, press the ✕ button.

Ranking

Throughout the game you will earn points towards a game score. This single value takes into account the current population, how productive the Space Station has been, and how happy the population is. Each time you complete a round of play, your rank is automatically calculated. You can then either be promoted or demoted.

Promotion

A promotion means that you have done well at that round of play, and your rank will be increased by one rank value.

Demotion

A demotion means that you have done poorly at that round (or several rounds) of play, and your rank will be decreased by one rank value.

GAME STATUS RANKING

Lowest Rank: Photon 3rd class
Photon 2nd class
Photon 1st class

Medium Rank: Pulsar 3rd class
Pulsar 2nd class
Pulsar 1st class

Highest Rank: Nova 3rd class
Nova 2nd class
Nova 1st class

Ultimate Rank: Galactic Commander

SUCCESS TIP

If you want to become a Galactic Commander, you will really need to think about the modules you build — and why. During play, the secret is to first observe the positive and negative effects that each module has on your Space Station. (This information is shown on each Module's Potential Effect Screen described on page 8.) Next, you should look to see how those effects would affect the overall progress you have made in the game so far. (That information is shown on the Simulation Status Screen described on page 22.) Viewing both screens in relation to each other is the best way to determine whether or not to build that particular module at that time.

HOW TO SAVE A GAME

From the End Game Status screen, press the ● button. Next, select the Memory Card that you'd like to save to and then press the ✕ button. The game will then be saved to that Memory Card.

Important! Do not remove the card from the PlayStation game console at this time.

Note: You can only save a game from the End Game Status screen. Only one *Tonka Space Station* game can be saved to a Memory Card at one time.

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You may also communicate with our technical support via the Internet at:

<http://support.hasbro.com>

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

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