

CREATIVE SPARKS

FOR ANY ATARI® 32K

TANK COMMANDER

ALONE AGAINST ALL THE ODDS



TANK COMMANDER

By Chris James

You are in command of a tank and you are on the verge of winning a fierce battle that has been raging for several weeks.

The enemy has been driven back to a narrow plain, bordered on one side by the sea and on the other by an impassable mountain range. The strength of the enemy's coastal defences makes a sea offensive impossible, and an attack over land could be disastrous as the enemy has a powerful rear-guard force. But your spies have discovered that this force consists entirely of armoured vehicles and is dependent on a number of fuel dumps and command posts. If these can be destroyed the battle will virtually have been won.

The terrain is rough and the roads running across the plain are watched by enemy tanks who will shoot at you. You can avoid the open road but you must cross the treacherous terrain filled with minefields and swamps. With all this, enemy aircraft flying overhead can shoot you and the enemy tanks can attack at any time.

You must find the supply dumps before the enemy tanks find you. The outcome of the battle and probably the whole war is in your hands. You must succeed.

OPERATION INSTRUCTIONS

- 1 Make sure the computer is turned OFF at the power switch on the right-hand side of the console, and that it has no cartridge inside; close the lid.
- 2 Disconnect any other peripherals, such as a printer or disc drives, as they may cause problems with loading your program.
- 3 Connect your television to the computer and turn down the sound if you want to avoid background noise before and during loading.
- 4 Connect your ATARI* Program Recorder to the computer and then to a power point.
- 5 Place the cassette in the recorder.
- 6 Press REWIND, if necessary, to bring the tape back to the start. When the tape stops, press STOP.
- 7 Press START on the computer console and hold it down while you press the power switch on the right-hand side of the console to ON.
- 8 The computer will 'beep' as a signal for you to press PLAY on the recorder and release the START key. Next, press RETURN on the computer and the program will load into the computer.

After loading, the title appears on the television screen. Press STOP on the recorder. Adjust the volume control on your television as the theme music begins.

Problems: If the program fails to load, the words ATARI* MEMO PAD appear on the screen. When this happens turn the computer OFF at the right-hand power switch, go back to Step 6 and try again. If you have any further problems, consult your ATARI* handbook.

BATTLE COMMENCES

Use the OPTION key to set the number of players (1 or 2). The SELECT will change the skill level (1-5). To start the game press START.

Joystick Controls:



The act of releasing a trigger fires a shell.

Keyboard Controls:

OPTION — Holding down this key gives a complete map of the battle zone (see 3 of Rules).

SELECT — Pressing the select key calls up an airstrike (see 6 of Rules).

SPACE BAR — Pressing the space bar will pause the game.

RULES



Your mission is specified at the beginning of each round and will be one of the following:

DESTROY command posts,
DESTROY enemy tanks, **DESTROY** fuel dumps,
RESCUE agent.

You will have to advance across the coastal plain until you locate your objective, then you must destroy it with your tank or rescue your agent before returning to your home base.

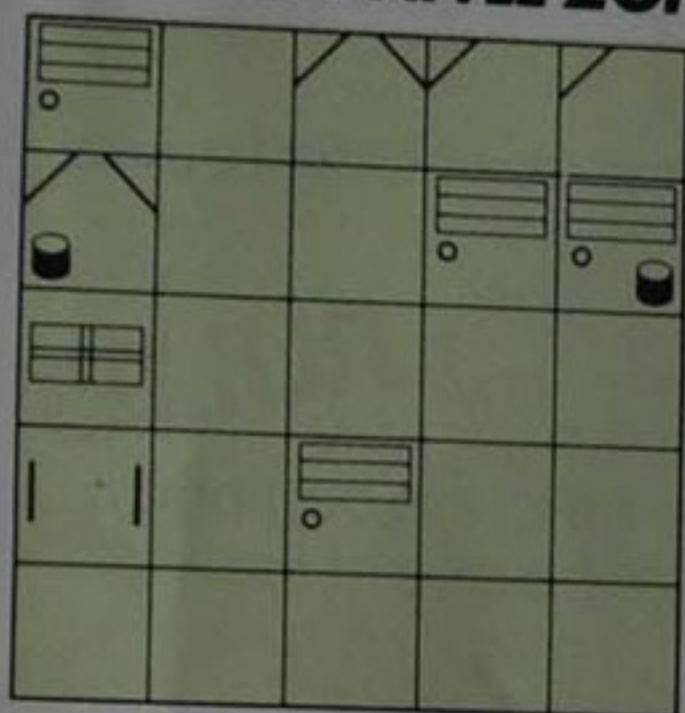


The picture on your screen covers only a small part of the battle zone. When you move towards the edge of the screen, the picture will scroll to reveal areas which lie outside your field of vision. Thus, you can travel west as far as the mountain range and east as far as the sea. To complete your mission, you must advance to the East.

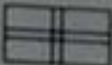







To view the complete battle zone hold the 'OPTION' button down. Enemy command post, fuel dumps, fixed gun emplacements and tanks are displayed together with your mission orders and your base. It does not show the position of your agent or any features of the terrain.

MAP OF BATTLE ZONE



Features

-  Your base
-  Enemy command post
-  Fixed gun emplacement
-  Fuel dump
-  Indicates presence of enemy tanks. Only a maximum of four can be shown.
-  Position of your tank. At the start of each mission it is positioned in the sector with your base.

4 There are a number of winding roads running the length of the plain. When you are travelling on these, you will attain maximum speed. You can, however, travel across most of the terrain, with the exception of mountains and rivers. Rivers must be crossed using the road. Some of the features will seriously reduce your speed.

5 You will be followed and attacked by the enemy's tanks, these you can either dodge or shoot. Occasionally an enemy aircraft will fly overhead and may shoot at you — you cannot fire back with your tank and can only dodge this. If you are quick you can call up your own aircraft to shoot down the enemy (see 6.)

6 You can call up an aircraft by pressing the 'SELECT' button. You can have as many airstrikes as you wish but, beware it will drain your fuel and shell supplies. To control your

airstrike move the joystick forward to move plane up screen and back to move plane down screen. Press the trigger to fire.

7 When you have located the target, you must shell it. The target may be blown up from any angle. Take care not to destroy the civilian houses. Points will be deducted if you do.

8 Once the targets are destroyed (or the agent is rescued), that round is over. You will then receive bonus points.

9 Each round will be harder than the last and you will have a different map each time. You continue playing until you have lost all your lives.

10 If there are two players, you will take it in turns to play after the other one has lost a life. Player one has a white/black tank and player two a brown/black.

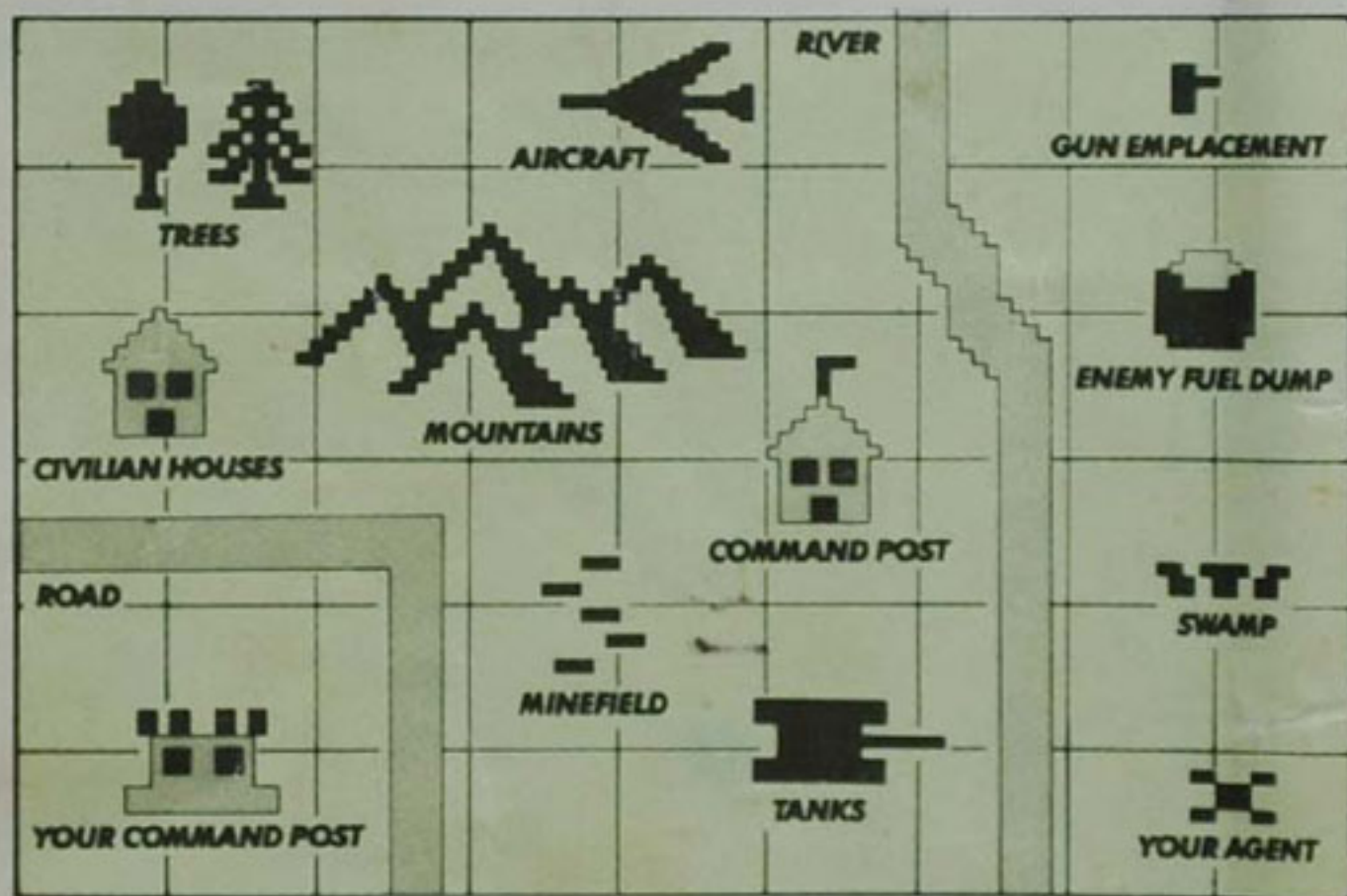
11 If at any time your fuel or shell supplies get low, you may return to home base to restock. This is done by manoeuvring your tank alongside your command post into the original start position.

12 Your command post is vulnerable to enemy shelling and may be destroyed if attacked often enough, so beware!!

VIEWDATA

1 The scores for Player one and Player two are displayed at the top of the screen.

- 2 The high score is also displayed at the top of the screen in the centre.
- 3 At the bottom of the screen you can see the number of lives remaining to the current player. Each player starts with five lives.
- 4 Above the lives display, the number of shells and fuel remaining in that tank, is displayed.
- 5 The features of the terrain appear as follows:



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