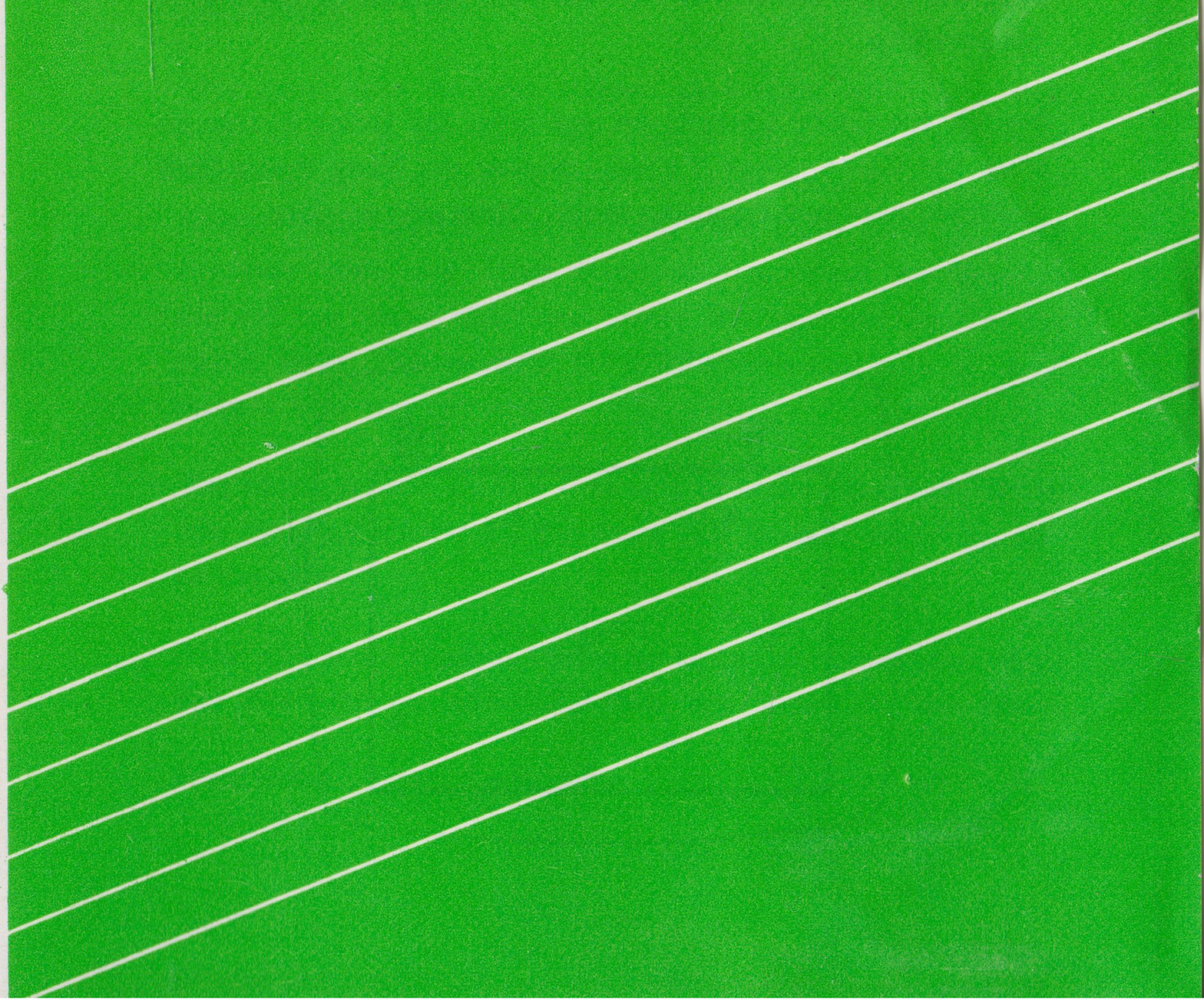


INSTRUCTIONS FOR

**TANK WAR CARTRIDGE**

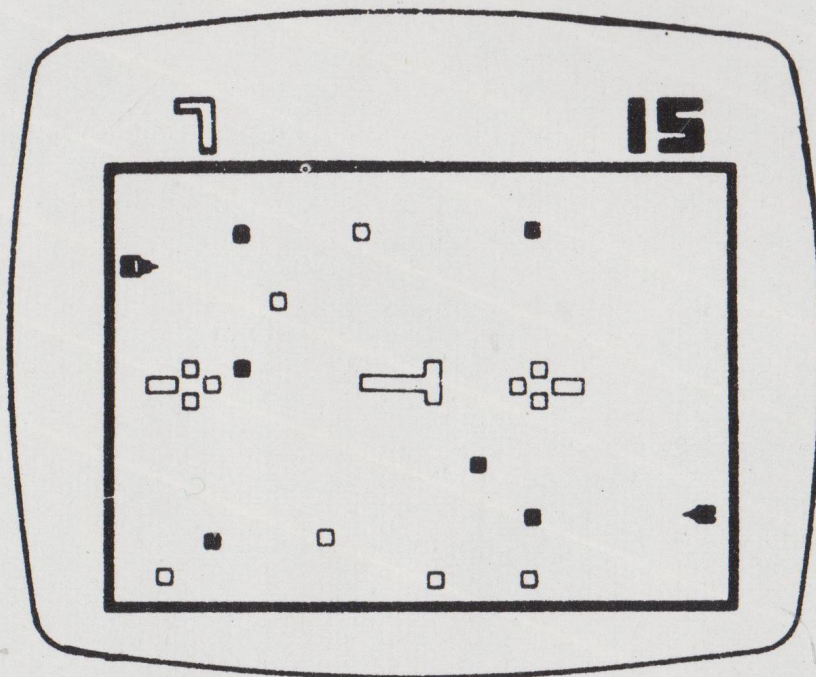


## TANK WAR CARTRIDGE

This cartridge enables you to play a simulated tank battle with your Programmable Video System. Each player controls a missile-firing tank. The tanks must be manoeuvred through a battle-field littered with mines and tank barriers.

Insert the Tank War Cartridge into the Game Console and plug the Tank Control Units into their sockets at the top of the cartridge.

Switch the Game Console on and press the Reset Button to start the Game. Your TV will display the Tank Battle-field as shown with two opposing tanks, mines and barriers.





Notes: Switches A, B, and C are not required for the Tank War Game, they do not have any effect on the game.




The tanks are separately controlled by operating the corresponding control units. Each control unit has five operational keys.

## CONTROL KEYS

### Forward Control



To start your tank moving forward press and hold the key with the arrow pointing upwards  . The tank will move forward at low speed. If you release the key the tank will continue to move at low speed. If you continue to hold the key the tank will shift into medium speed and several seconds later shift into high speed. Release the key when the tank is moving at the speed you desire. To stop the tank moving forward press the reverse key  and hold until the tank stops moving forward.



### Reverse Control

To make your tank move in reverse press the reverse key  and hold until the tank is moving at the speed you desire. If you continue to hold the reverse key  after several seconds the tank will shift into medium speed and finally shift into high speed. To stop the tank when it is moving backwards press the forward key  and hold until the tank stops.



## Direction Controls




The right and left keys are used to change the tank's direction or to rotate the tank when it is not moving. The right key  will cause the tank to turn right when it is moving forward by turning clockwise. The tank will continue to turn as long as the key is depressed. When the tank is moving backwards the  key will result in a left turn.

The left key  will likewise cause the tank to turn left when moving forwards by turning the tank counter-clockwise. When moving in reverse the  key will cause the tank to move to the right.

When the tank is not moving pressing the right or left keys will cause the tank to rotate.



## Fire Control

Missiles are fired by pressing the Fire Control  Key. After firing the missiles can be guided by pressing the desired direction control  or . After launching one missile there will be a delay of several seconds before another missile can be fired. This is to simulate the time necessary to reload and prepare another missile for firing.

Your score will increase for each direct hit made on the enemy's tank. When a tank has been hit, it is temporarily immobilized and the controls will not function for several seconds.

Explosive mines are located at several locations on the battle-field. If your tank runs over a mine, it will explode and cost you points – so drive carefully.

There are tank barriers located on the battle-field. These barriers will block missiles – when a missile is fired at a barrier it explodes when it hits the barrier. The barriers also block the tanks so you must manoeuvre your tank around the barriers.

This game also features hidden tank traps which can stop your tank. To simulate the realism of a tank battle over unknown terrain, the location of these hidden traps is not fixed. Their precise position will vary from game to game however they are most frequently set near the borders around the lower right and upper left-hand sections of the battle field. Use caution when driving your tank in these areas – you may get stuck.

The battle is won by the first side to score 16 points. When one tank has scored 16 the score will flash to signal the end of the game.

After the score reaches 16 the tanks can continue to move or fire however no additional hits are added to the score.

Press Reset to start a new game.

IB 2025-1

©COPYRIGHT, 1978, RADOFIN ELECTRONICS (FAR EAST) LTD.

PRINTED IN HONG KONG

## **ADDENDUM**

To add further realism to the Tank War Game, the latest version of this game includes programmed 'misfires.'

To simulate the random occurrence of a missile failure or misfire during battle, the game cartridge has been programmed to sometimes cause misfires when the tanks are in certain positions on the left hand side of the screen. When this occurs the missile may appear to explode in a position different from where it was aimed or it may not fire.

**NEW SPECIAL**

**PRO-AM VERSION TANK BATTLE**

This latest version of Tank Battle allows you to use Switch C on the Game Console for Pro and Am versions. In the Am version the tank barriers will not block the movement of the tanks. This version may be especially useful for beginning and very young players.

In the Pro position, Switch C will cause the barriers to block the tanks.