

TANK ARKADE

AVALON HILL'S TRADEMARK NAME
FOR ITS TANK BATTLE ARCADE GAME.

T.M. Reg. Appl. For

INSTRUCTIONS FOR:

Atari 400/800® with 16K memory and at least one joystick.
Commodore PET® with 40 column display, 8K memory.
TRS-80® Models I & III, Level II Basic and 16K of memory.
VIC-20® with 5K of memory.

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INTRODUCTION

TANK ARKADE is a one or two player arcade game in which the player controls a tank and attempts to destroy as many enemy tanks as possible before he/she is destroyed.

PLAYING INSTRUCTIONS

The Atari, PET and VIC-20 games are recorded as two separate programs on the cassette tape. These programs are TANK BATTLE (the two player game), and ROBOT TANK (the single player game). The TRS-80 program contains both the single and two player versions of the game. See the appropriate CASSETTE LOADING section for instructions on how to load each of the above programs.

TANK BATTLE

This game is a two player game. You get points by blowing up an opponent's tank.




ROBOT TANK

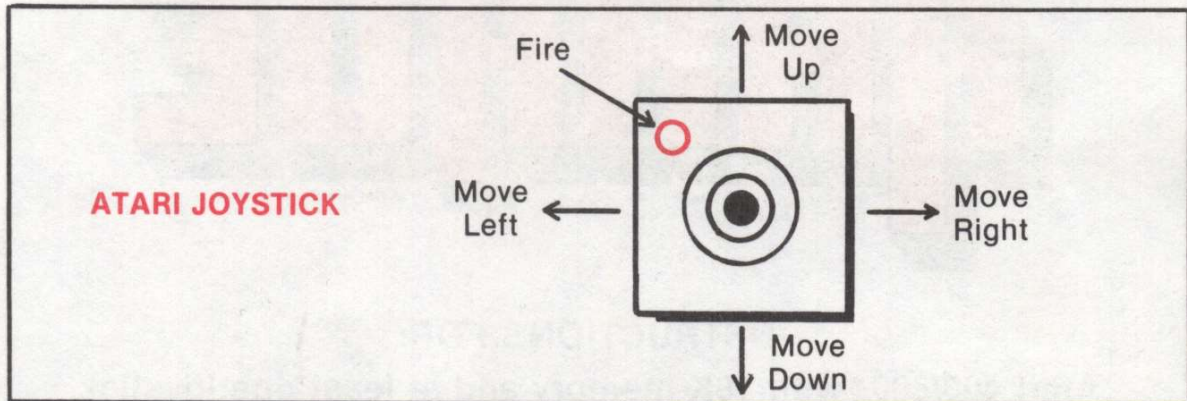
This is a one player game. The player controls the right tank, the computer the left tank.

CONTROLLING THE TANKS

On PET, TRS-80, and VIC-20 computers the tanks are controlled by using the keyboard. On the Atari, the tanks are controlled with joysticks.

KEYBOARD CONTROLS

LEFT TANK			ACTION	RIGHT TANK		
TRS-80	VIC-20	PET		TRS-80	VIC-20	PET
↓		Z	FIRE	CLEAR	?	0
1	SHIFT	X	MOVE	BREAK	SHIFT	.
Q	Z	V	TURN RIGHT	→		-
↑	X	C	TURN LEFT	←		=



Positioned on the cassette tape are the following programs in the order they have been received.

Side 1

Atari TANK BATTLE—(Basic)	0
Atari TANK BATTLE—(Assembly)	58
Atari ROBOT TANK—(Basic)	89
Atari ROBOT TANK—(Assembly)	128
TRS-80 TANK—(Assembly)	140

Tape Counter Number

0 *52*
58 *75*
89 *119*
128
140

Side 2

VIC-20 TANK—(Assembly)	0
VIC-20 TANK BATTLE—(Basic)	22
VIC-20 ROBOT TANK—(Basic)	41
PET ROBOT TANK 1	61
PET ROBOT TANK 2	
PET TANK BATTLE 1	138
PET TANK BATTLE 2	

Tape Counter Number

0
22
41
61

138

ATARI:

TANK BATTLE and ROBOT TANK are loaded in the same manner. Insert the BASIC language computing cartridge into your computer. Use the left hand slot on the Atari 400/800. Turn on the computer.

Position the cassette tape in the tape player and rewind the tape to the beginning of side one. It is a good idea to manually advance the tape past the colored clear "leader" portion of tape so that the brown magnetic portion is visible just to the left of your cassette head. Using the keyboard, type:

CLOAD

Then press the RETURN key on the keyboard. You will hear one beep. Push PLAY on the recorder and press the RETURN key on the keyboard again. The recorder should start to move and the program will be loaded. When the tape stops, READY will be displayed on the screen. Type RUN and press the RETURN key. The computer will beep again and display PRESS PLAY AND THEN RETURN. Ensure that the PLAY button is down on the tape player and press the RETURN key on the keyboard. The second part of the program will be loaded. After it has loaded, the game will begin automatically. To load the solitaire version of TANK ARKADE, repeat the above loading instructions for loading of the "Robot Tank" game which directly follows the two player "Tank Battle" game.

TRS-80:

The TRS-80 program is located on side one of the cassette tape after the Atari programs, approximately number 140 on the tape counter of a standard TRS-80 cassette recorder. You may have to pull out the EAR and MIC jacks on the recorder, listen to the tape to determine the conclusion of the Atari program and the beginning of the TRS-80. This is an Assembly language program that must be loaded with the SYSTEM command. Turn on your TRS-80 computer (note, on Model III computers enter L to the Cass? prompt).

Once the TRS-80 display's READY Type: SYSTEM and press the ENTER key. An *? will appear on the screen. Press play on the cassette recorder and type TANK and press the ENTER key. The program will load. When the *? prompt appears again press the '/' key and press ENTER to start the game.

VIC-20:

The VIC-20 programs are located on side two of the cassette tape.

These two games do not require any memory expansion. They will work with just the 5K internal RAM. However, only *if* an 8K or 16K expansion cartridge is inserted, before loading type:

```
POKE44,32:POKE8*1024,0
```

Do NOT type the above if your VIC-20 does not have a memory expansion or a 3K expansion.

The first program on the cassette is a machine language program that BOTH games use. It must be loaded first. To load type:

```
LOAD"",1,1 RETURN
```

The second program is the Basic part of TANK BATTLE and is located at approximately 22 on your VIC-20 cassette recorder. After loading the assembly language program, type:

```
LOAD"TANK BATTLE" RETURN
```

after the program has loaded type RUN to start the program.

The third program is the Basic part of ROBOT TANK and is located at approximately 41 on your VIC-20 cassette recorder. After loading the assembly language program, skip pass the TANK BATTLE program, by typing LOAD "ROBOT TANK". When Robot Tank has loaded type RUN to start the game.

PET:

The PET programs are located on side two of the cassette tape after the VIC-20 programs.

Each of the PET games, TANK BATTLE is located at approximately 61 on your cassette recorder and ROBOT TANK is located at approximately 138 on your cassette recorder, are recorded on the cassette tape in two parts. To load one of the above programs, first position the cassette to the beginning of the first part of the desired game. Type LOAD and press return. Press play on cassette recorder. The first part of the program will load. After it has loaded the READY prompt will again appear. Type LOAD again and press the RETURN key. After the second part of the program has loaded and the READY prompt reappears type RUN and Press Return Key and the game will begin.

DESIGN CREDITS:

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Defective software will be replaced.

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