

TANK WARS
Distributed by Telegames USA

Spooky! Soldier! It seems to me you can never get rid of those tanks. Even if you have the RADAR BASE moved from one location to another, they just keep on tracing and threatening on you. Hmm! You look upset, but it's not the way to do it! You are not really going to ruin your previous honor in this war, are you? I know you are ambitious. So, keep your head, just cross the bridge when you come to it. Otherwise, that is the way this world will end.

1. PREPARING

- Hook up your Video Game System.
- Plug in Tank Wars while power-off.
- Choose your level by keypad from the variation and difficult level chart after the title scene.

VARIATION	PLAYER	LEVEL	VARIATION	PLAYER	LEVEL
1	1	1	5	2	1
2	1	2	6	2	2
3	1	3	7	2	3
4	1	4	8	2	4

2. OBJECTION

- Protect the Radar Base and yourself from being hit by various enemy tanks and further trace to defeat every enemy you confront. In this game, you fight by five your own tanks against 20 enemy tanks in each scene.

3. CONTROLLING

- Direct your tank by moving the control stick in four directions.
- Press side buttons to fire. Your firing is in accordance with the direction you are moving to.

4. TARGETS

Tanks of different colors indicate different level of attacking speed and frequency, and they are leveled as the red (the most tricky), the yellow (mid-speed) and the blue.

	TANK	Q'TY	TANK	Q'TY	TANK	Q'TY
Scene 1.	Blue	14	Yellow	4	Red	2
Scene 2.	"	13	"	5	"	2
Scene 3.	"	12	"	5	"	3
Scene 4.	"	11	"	6	"	3
Scene 5.	"	10	"	6	"	4
Scene 6.	"	9	"	7	"	4

5. DEFENDING

Walls are the basic defenses, but your enemies also avoid from being hit owing to this protection. Nevertheless, both of your firing can blow through the wall; therefore, it is more and more difficult to gain a victory as the game progresses.

6. SCORING

You score points according to the position of the tank you defeated.

Defeat a tank of the farthest position	300 points
Defeat a tank of mid-distance	500 points
Defeat a tank near to you	800 points
Defeat a tank just next to you	1,000 points