

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

**TankAttack**

# TankAttack

## GAME CONTROLS

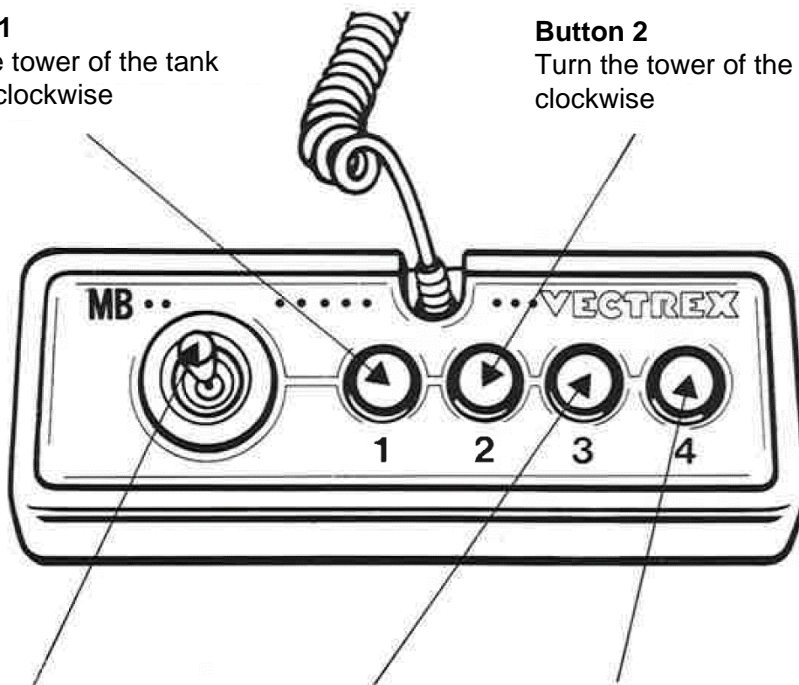
**TankAttack** is designed to be played with the built-in control panel only. The functions of the controls are:

**Button 1**

Turn the tower of the tank counterclockwise

**Button 2**

Turn the tower of the tank clockwise



**Joystick**

Drive the tank through the map and around obstacles

**Button 3**

Shoot a missile in the direction of the tower

**Button 4**

Place a mine at your current position

# STORY

You are a recruit tank driver, responsible for your own tank. Your mission is to protect the jungle from enemy tanks, controlled by AI (singleplayer mode) or by your friend (multiplayer mode). Therefore, you must split up your missiles carefully and place tactical mines without getting driven into a corner. Every successful fight will lead you to a new challenge to grow beyond yourself and win the final fight.

# HOW TO PLAY

## PLAYER SELECTION

TankAttack can be played in singleplayer or multiplayer mode. Each mode can be selected on the startscreen, by moving the joystick to the left or to the right. In order to start a multiplayer game, both players must press Button 1 to get ready and start the game.

## OPTION SELECTION

Between two levels the current player stats and the current level number are displayed on a status screen. In order to continue, the player must press Button 1.

## GAME PLAY

- Use the joystick to drive your tank around obstacles in the jungle and dodge missiles and mines.
- Button 1 and 2 can be used to take things into your own hands by rotating the tower and face the enemy.
- Button 3 is used to release a missile in front of you in the direction of your tower. But be careful: A missile can hurt yourself or bounce from a wall in order to come back.
- Button 4 is used to place a mine at your current position. After 5 seconds or, if a tank comes close to the mine, it will start blinking, explodes and takes everything with it.

# HOW TO WIN

## **SINGLEPLAYER**

Your mission is divided into multiple levels. If you have successfully passed a level by eliminating all enemy tanks, you can continue with the next level. If you get hit by a missile or find yourself in range of an exploding mine, you will get destroyed. In this case, you must do the level again and the player life gets decremented. If player life gets down to 0, the game is finally over.

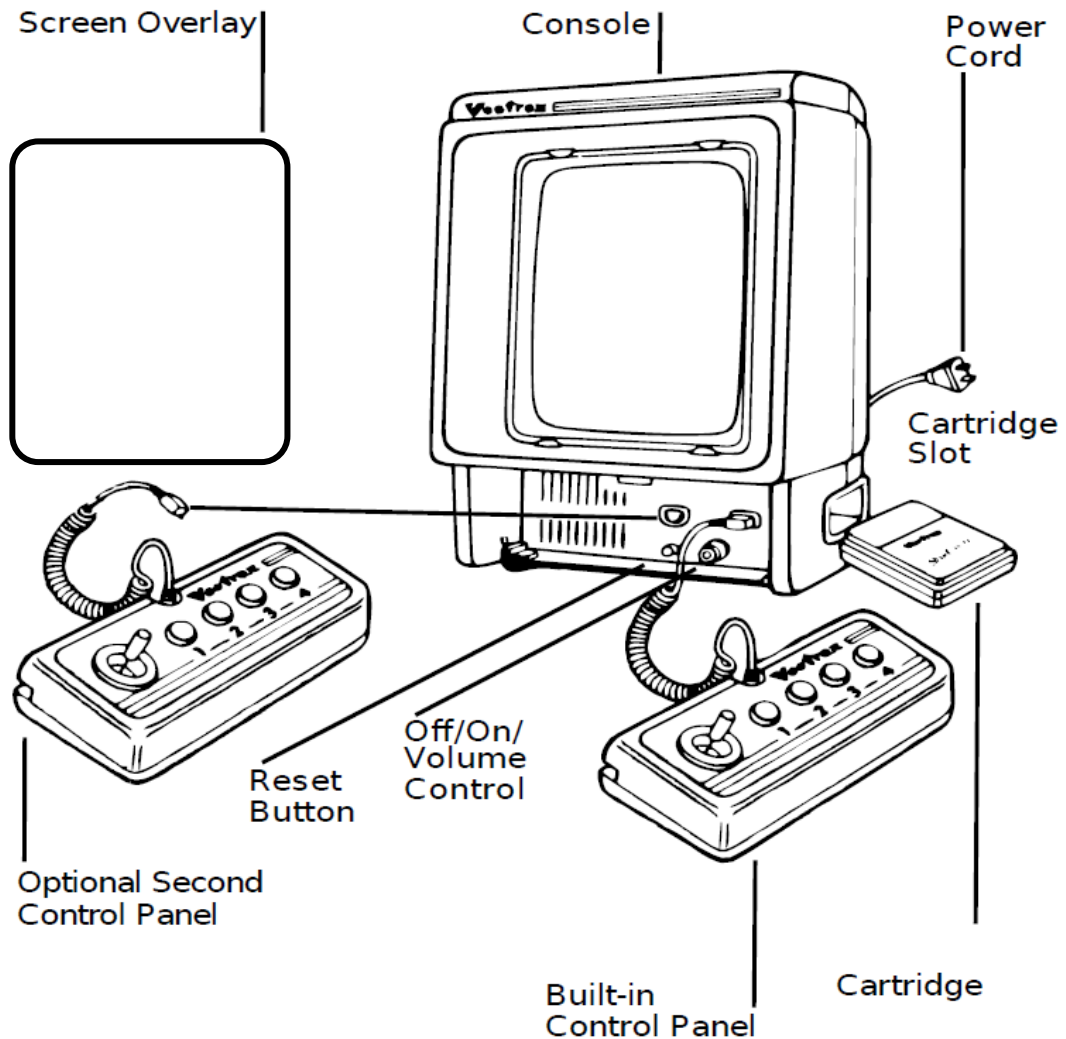
## **MULTIPLAYER**

Your mission is divided into multiple levels with the basic mechanism from the singleplayer. If you have successfully passed a level by eliminating the tank of your opponent, you can continue with the next level. The winner of each level receives a point on the score board. The player who has the most points wins.

# RESTARTING THE GAME

To restart a completed game, press Button 1 once the game is over (win or game over). If you wish to restart the game before it is completed, or change the number of players, press the Reset button.

# SETTING UP



# CREDITS

This game was developed by Gabriel Aberle and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, in spring term 2021, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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