MB

**VIDEO
ELECTRONICS**

VECTREX

CASSETTE

Tank Master
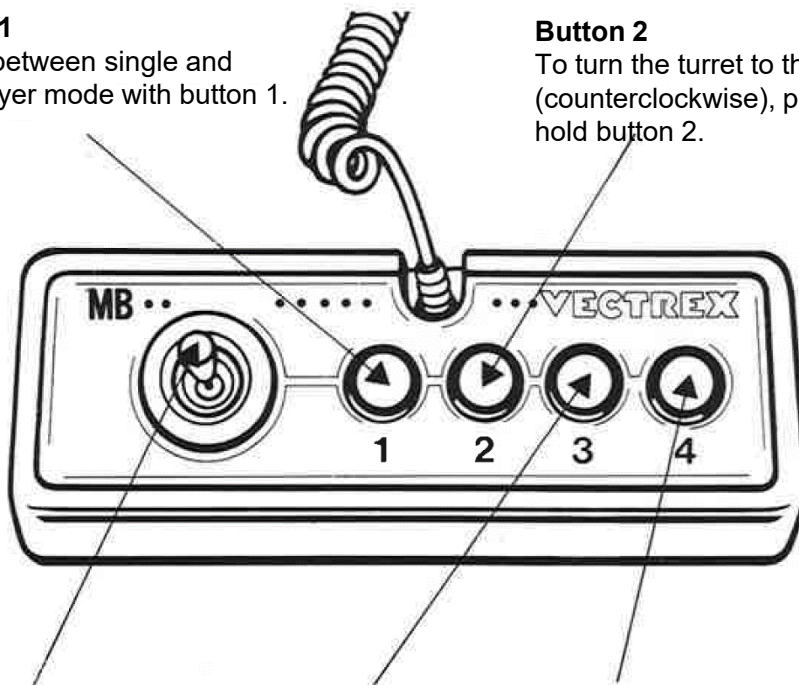
TANK MASTER

GAME CONTROLS

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

Button 1
Switch between single and multiplayer mode with button 1.

Button 2
To turn the turret to the left (counterclockwise), press or hold button 2.

Joystick
To drive the tank.
Up, down, left and right

Button 3
To turn the turret to the right (clockwise), press or hold button 3.

Button 4
To shoot, press button 4. You can shoot three bullets at the same time.

HOW TO PLAY

PLAYER SELECTION
The game is playable in single and multiplayer mode. You can choose the mode to begin of the game.

OPTION SELECTION
There is only the option to choose between the single and multiplayer mode. This option only can be selected at the beginning of the game.

GAME PLAY
Single Mode:
There are three enemies which want to crash your tank. You can shoot to combat them. The goal is to get so many points as you can. With the number of points the difficulty of the level increases.

SCORING

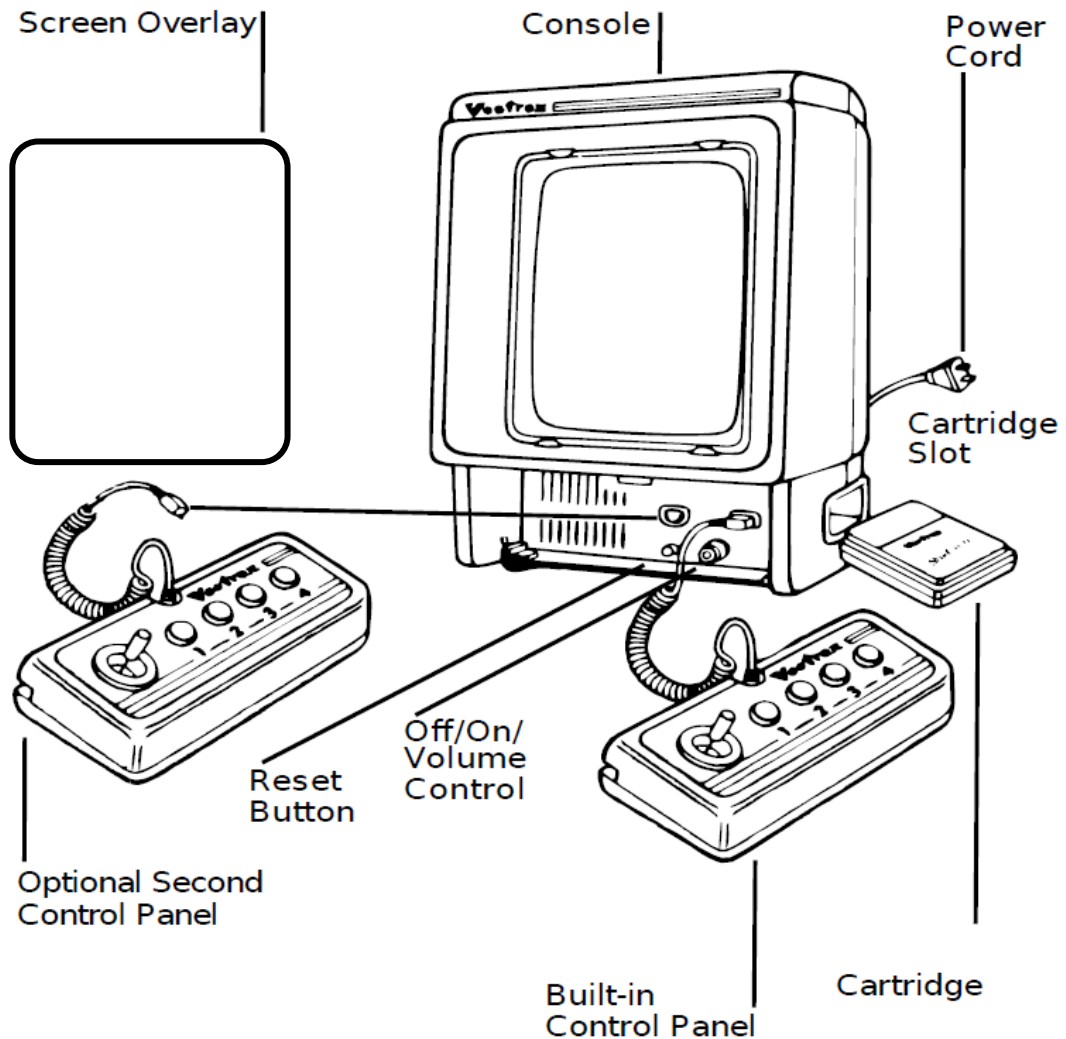Points are awarded for destroying your enemies.

HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the Reset button. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press any of the four buttons once the game is over. If you wish to restart the game before it is completed, or change the number of players or the game option, press the Reset button.

SETTING UP

Screen Overlay

Console

Power Cord

Cartridge Slot

Reset Button

Off/On/ Volume Control

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by alt_&_F4_for_save 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 2023, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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