# TNK III

## I. OBJECTIVE

The dictator is in power again. Your mission is to break through his carefully prepared defenses, and free the country from his despotic regime. At your command will be our latest Tank; landed on the beach. It will be armed with machine guns and shells. Extra parts are available as your Tank has been dropped by our aircraft and equipment lies strewn around the battlefield. Collect these parts for extra powers and energy along the route. GOOD LUCK!

## II. GETTING STARTED

Select 64 mode. Turn on the disc drive and insert the program into the drive with the label facing upwards. Type "T-LOAD" 8: RUN. Program will then load automatically.
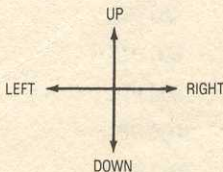
## III. PLAYING INSTRUCTIONS

The game is controlled either by keyboard or joystick as follows—In the joystick mode turret rotation is facilitated by the appropriate keyboard controls (this feature can be disabled if desired, follow on-screen instructions).

*KEYBOARD*

| | |
|---|---|
| TANK UP | I |
| TANK DOWN | K |
| TANK LEFT | J |
| TANK RIGHT | L |
| TURRET CLOCKWISE | F |
| TURRET ANTICLOCKWISE | S |
| MACHINE GUNS | SPACE BAR |
| CANNON | D |

*JOYSTICK*
plug joystick into port 2

```
            UP

LEFT  ←——————————→  RIGHT

           DOWN
```

FIRE—MACHINE GUNS

KEY F—ROTATE TURRET CLOCKWISE

KEY S—ROTATE TURRET ANTICLOCKWISE

# IV. GAMEPLAY

You land on the beach—Climb into your turret, start the engines and...GO. Operate your Tank using the control keys and move up the playfield. The terrain scrolls both vertically and horizontally—you must use your best judgment to determine the quickest and most efficient route. Cross the rivers by bridge, but beware the anti-Tank gun emplacements on the railway lines. Use machine guns against infantry, and cannon against the enemy Tanks and Submarines. Bonus parts are indicated by flashing letters—drive over them to collect the points. You'll need split-second timing and pin-sharp accuracy to succeed—but you've got what it takes, haven't you?

## SCORE

| | |
|---|---|
| ENEMY SOLDIER | 40 PTS |
| ENEMY TANK (MG70) | 300 PTS |
| ENEMY TANK (ST54) | 400 PTS |
| ENEMY TANK (ST76) | 800 PTS |
| ENEMY TANK (J122) | 600 PTS |
| ENEMY SUBMARINE | 1000 PTS |
| BUNKER | 3000 PTS |
| ITEM COLLECTED | 800 PTS |

## HINTS AND TIPS

1. If it moves, shoot it.
2. Run away from Tank type J122, then turn and shoot.
3. Avoid grenades.
4. Don't waste time chasing the enemy.

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