

CARTRIDGE NUMBER 6
VIDEO GAME INSTRUCTIONS

R2D TANK™

FOR USE WITH THE
ATARI® VIDEO COMPUTER SYSTEM™
SEAR® VIDEO ARCADE™
COLECO GEMINI™ AND THE COLECO VISION™ EXPANSION MODULE #1

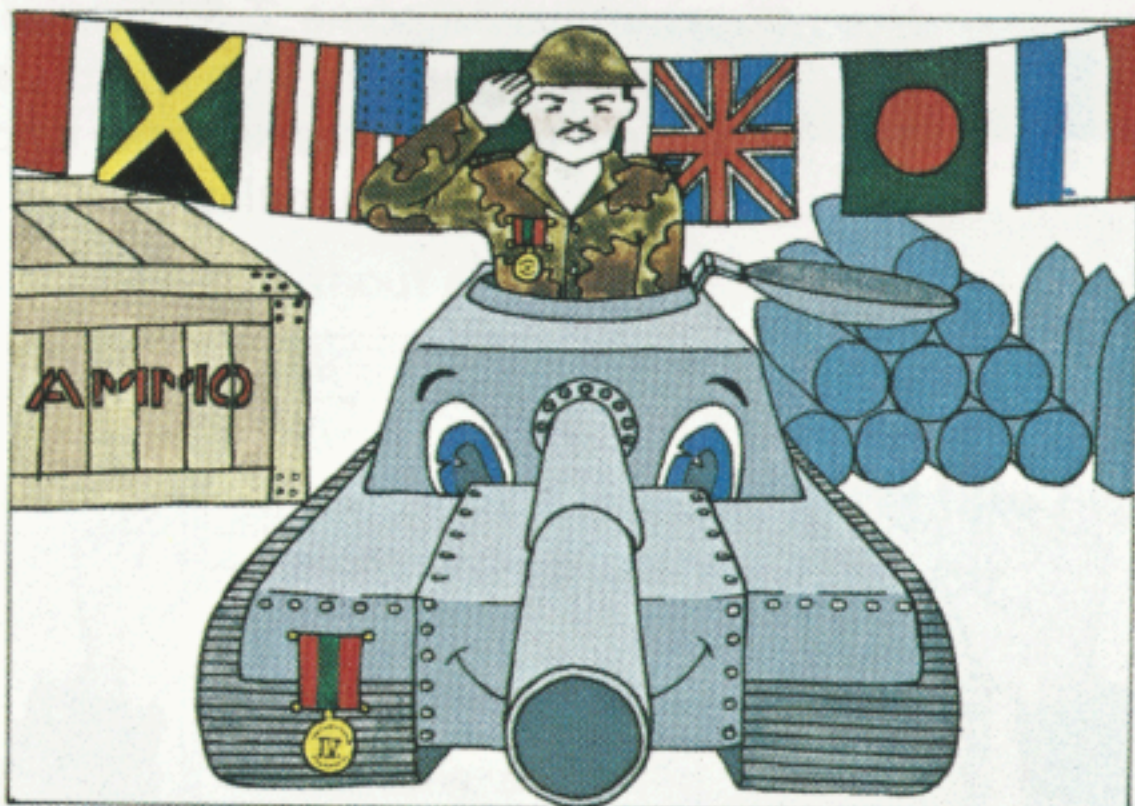


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INTRODUCING R2D TANK

You are a Tank Commander going into battle against heavy odds. Your Tank has one missile to start with. As you proceed through the battlefield you can pick up more missiles. Every dot extinguished by your Tank passing over it will add 10 points to your score and 1 missile to your Tank's armory. Each frame has 74 dots. For the first frame you can accumulate up to 99 missiles, if over you lose all stocks. When you have extinguished all 74 dots you pass to the next sence with all missiles accumulated.

WATCH OUT FOR THE YELLOW TANK. Besides shooting at you, they are also laying landmines. (The dot will change to a "X".) You can fire at the YELLOW TANK to destroy it and gain 100 points. When you shoot through the Landmines they will revert to original dots and you can pick them up to gain missiles and points.





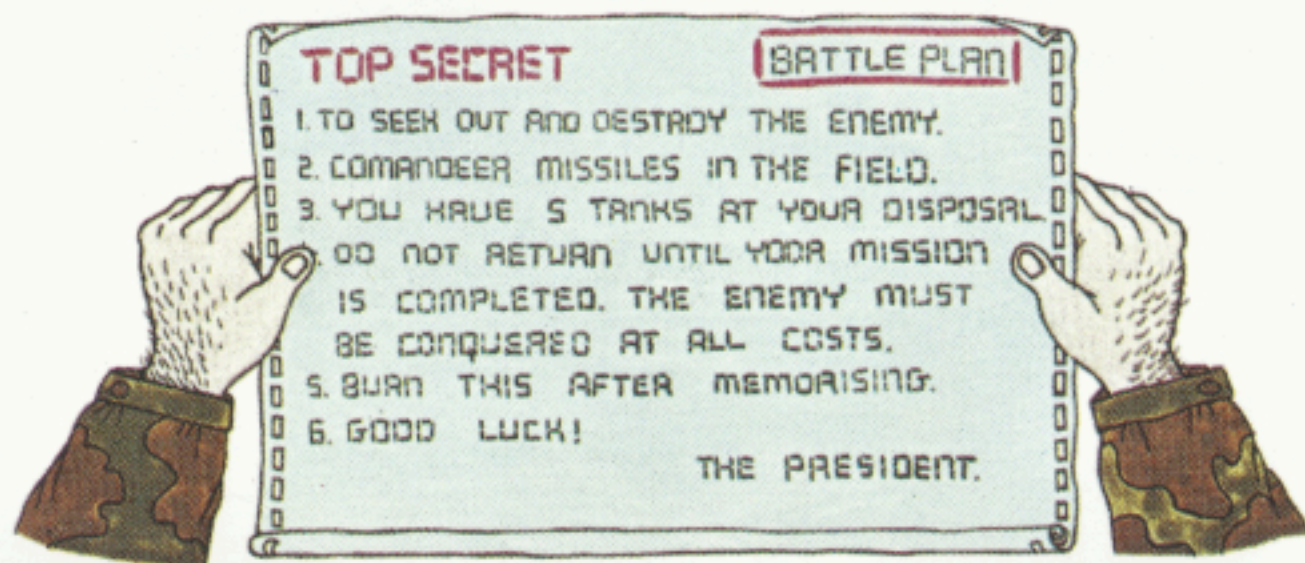
HOW TO PLAY

A) ONE PLAYER : To gain as many points and through as many frames as possible, before you lost all (4) Tanks.

B) TWO PLAYER : Game ends at either player lost all Tanks. Player one (left controller; blue tank) is the offensive side. He can accumulate missile by taking the dots.

The accumulated missiles can be carried forward, if all dots were taken and will go into next scene.

Player two (right controller, yellow tank) is on the defence. He can only lay mines on the alternative dots or the next dot to the mine in scene one. In scene 2 & 3 any dots he passed over turn into a mine, and can go through the electric fences. He can only accumulate up to 10 missiles only.



VARIATIONS of the **GAME**

GAME OPTIONS

Toggle the GAME SELECT Switch on the console to select games or option.



- OPTION 1 : Without electric fences. (See Fig. 1)
- OPTION 2 : With two lines of electric fences (See Fig. 2)
deadly to the Blue-Tank.
- OPTION 3 : With 4 lines of electric fences (See Fig. 3)
deadly to the Blue Tank.

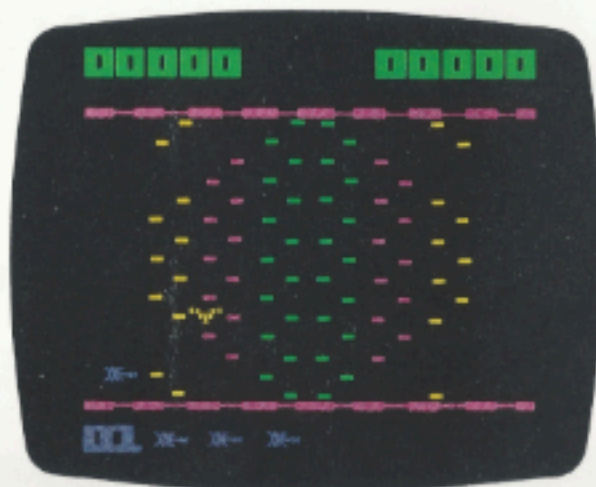


FIG. 1

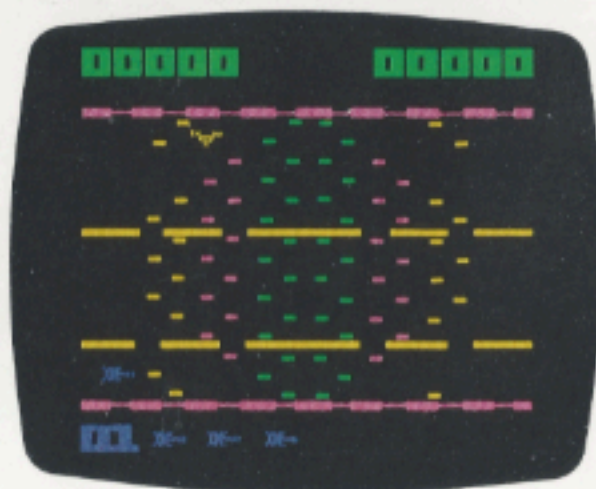


FIG. 2

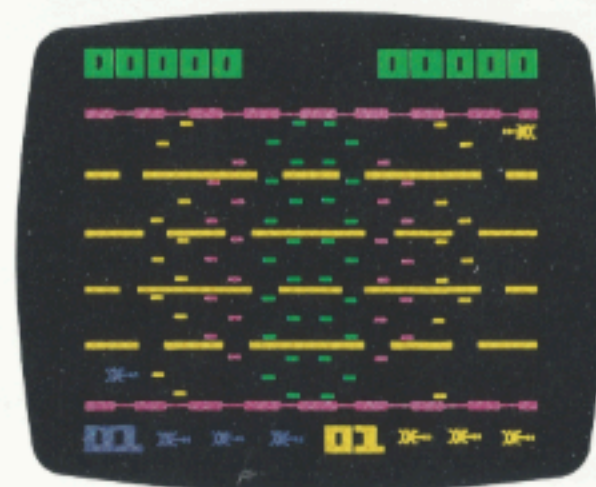


FIG. 3

GAME 1 : One player game left controler only (Blue Tank)
GAME 2 : Two player game.



STARTING THE GAME

1. Read the OWNER'S MANUAL before starting — you don't want to miss any important points!
2. Make sure all switches except the POWER switch on the console is in UP position.
3. Insert the cartridge into the slot on the console.
4. To power on just push the POWER switch UP.
5. Toggle Game Select switch to select Game and Option.
6. Press the Red button on the Left Controller to start the game.
7. After game over Toggle Game Reset Switch and press the Red button on the left controller to restart a complete new game, OR just press the red button to restart from the last played scene and GAME mode.
8. About 2 mins, after power on or game over, if the game is not started, it will automatically go into DEMO PLAY.

THIS IS A ONE OR TWO PLAYER GAME. USE THE LEFT HAND CONTROLLER FOR ONE PLAYER. THE RIGHT HAND CONTROLLER IS USED FOR THE SECOND PLAYER.

FREEZING THE GAME

Rrrrrring — rrrrring! Rrrrrring — rrrrring! Oh no — that's the telephone ringing right in the middle of a game! Don't worry, R2D Tank has a unique feature — just toggle "TV TYPE" switch DOWN to B/W and the game stops instantaneously and waits for you to deal with the interruption. When you're ready again toggle "TV TYPE" switch UP to COLOR and the action and sound continues where you left off.

If necessary you can also reduce the volume on your TV until its time for you to play again, but don't forget to turn it back on!



USING THE CONTROLLERS

Move the joystick in the direction in which you want your tank to move. However you can only move in 90 degree steps. Therefore to reverse the direction of travel 180 degrees you must turn 90 degrees and then turn 90 degrees again. You can reverse (180° turn) at any four edges.

SCORING

The computer will score for you automatically, and retain the highest score in its memory bank for you or your friends to challenge.

To keep the highest score on the screen, toggle Game-reset, then the red-button for a complete new game, or just press the RED button to restart, at where you left off at game over. If you toggle POWER switch all scores will be wiped out.

A. PLAYER No. 1



Extinguish Dot	—	10 points
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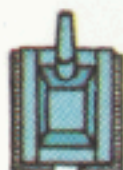


Destroy Purple Tank	—	100 points
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B. PLAYER No. 2



Lay landmine	—	10 points
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Destroy Blue Tank	—	100 points
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HAPPY PLAYING!

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