FROGGO GAMES™

Tank Command

7800™

Video Game Cartridge
For Use With ATARI®
Video Computer
Systems Model 7800 ™

Getting Started

Set up your 7800 system properly, according to the instructions.

Make sure the system is off.

Place the Tank Command™ cartridge in the game slot with its label facing away from the front panel buttons.

Switch the system on. The Tank Command title screen will appear.

To begin your assault, press the left joystick button. This will start the game from the title screen, or restart it after the game is over.

The RESET button resets the game to the title screen.

The PAUSE button freezes the game until you press it again.

You get seven tanks to begin with, and the game always begins in Level 1. If the enemy destroys one of your tanks, the next one takes its place, until you lose all your tanks or reach the end of Level 3, victorious.

Displays

High Score	Indicates highest score since the game was first turned on.
Score	Indicates current score of the player while a game is in progress, or the last game played.
Ammo	How many shells the player has left.

Fuel	Indicates fuel level. At E, for empty, the tank loses all maneuverability.
Tanks	The number of reinforcement tanks remaining.
Level	Indicates current level. Level 1 is easiest, and the game always begins here. Level 2 is significantly more dificult and the action more lethal and frenzied. Only the best can survive Level 3.

Scoring

Your score is displayed in the upper left hand corner of the battle screen. You accumulate points by destroying enemy resources with direct hits by your shells or, in some cases, by capturing them with your vehicle.

Pillbox	4 shells to destroy, 1,600 points.
Enemy Tank	Hit with shell, 1,000 points. Hit with tank, no points and destroys both.
Hut	2 shells to destroy, 800 points each hit.
Enemy Jeep	Hit with shell, 4,000 points. Hit with tank (destroys both), 1,000 points.
LAW Infantry	Hit with tank, 800 points. Hit with shell, 1,600 points.

Fuel and Ammo

Your tanks come equipped with 50 rounds of ammo, a full tank of gas, and the ability to move in any of eight directions. Zero in on your targets by aligning your cannon, choosing the appropriate range/energy level, and letting fly! Your battle screen tracks your progress, with ammo and fuel indicators on the upper right, and an energy firing level which you set yourself on the bottom right. The left button on your control stick sets your range, and the right button fires your shells.

If you lose a tank, the next one appears in its place, with a full rack of ammo and a full tank of fuel. If you run out of fuel, you can still fire, but otherwise you're a sitting duck, unable to maneuver.

You have seven tanks, and a limited supply of fuel and ammo. As you accumulate bonus points, you earn fresh tanks. Because you are deep in enemy territory, you can resupply your current tank's fuel and ammo only by capturing enemy supply dumps. These appear as flashing icons on your computer screen rangefinder.

Tank Traps

Tank traps have been cleverly camouflaged – you won't know one's there until you're in it! The only way out is back the way you came, even though the enemy may be closing in on you.

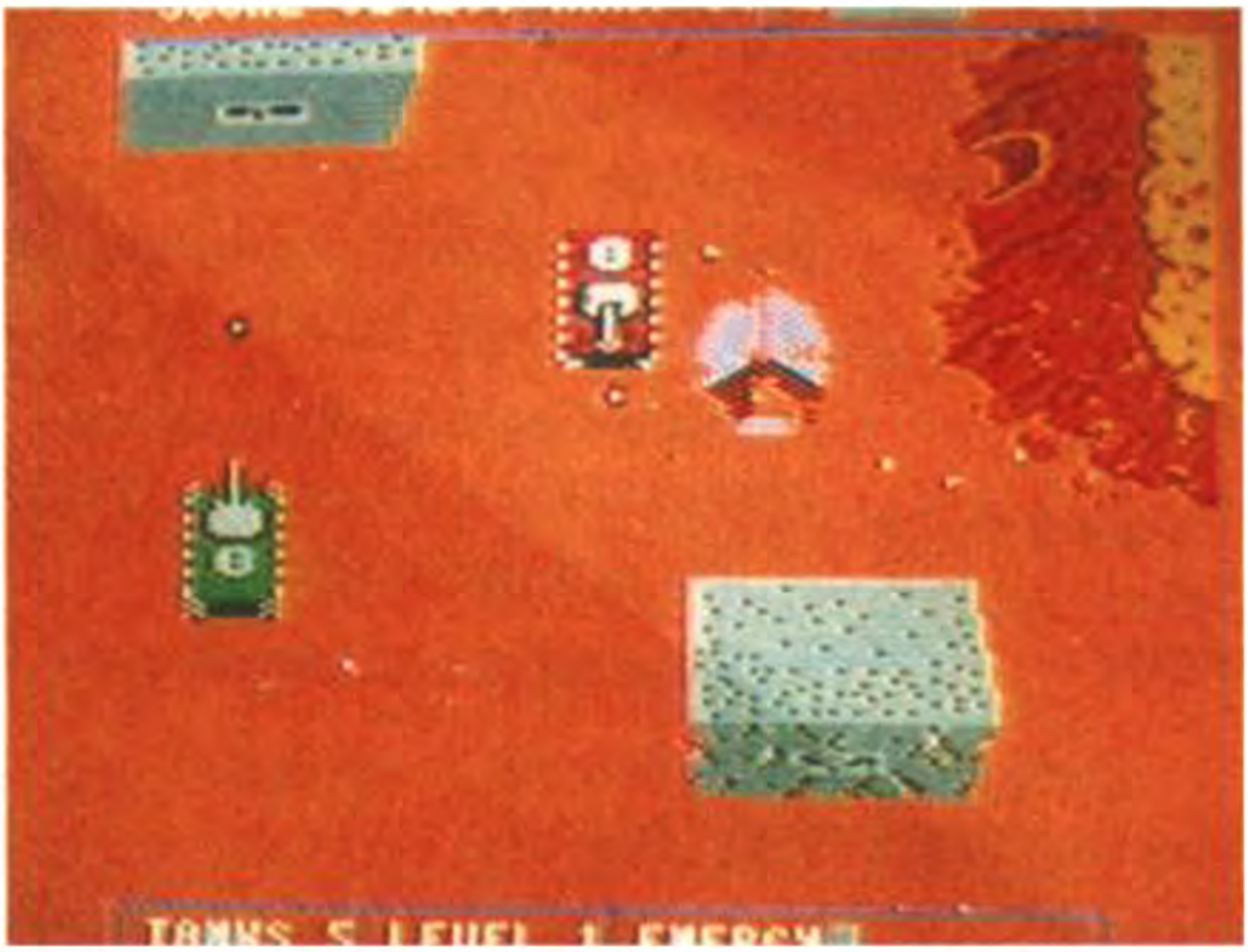
The Final Offensive

The enemy has been driven back to its treacherous home turf, and like a she-wolf defending its den, they would rather fight to the death than surrender.

As Commander of an elite division of XT-87 attack vehicles, you must penetrate their defenses, and triumph despite the enemy's valiant, suicidal last stand.

Your only route to capturing the enemy flag lies through their most heavily fortified sector, and as you advance, the danger and potential of death increases. They're waiting for you with everything they've got!

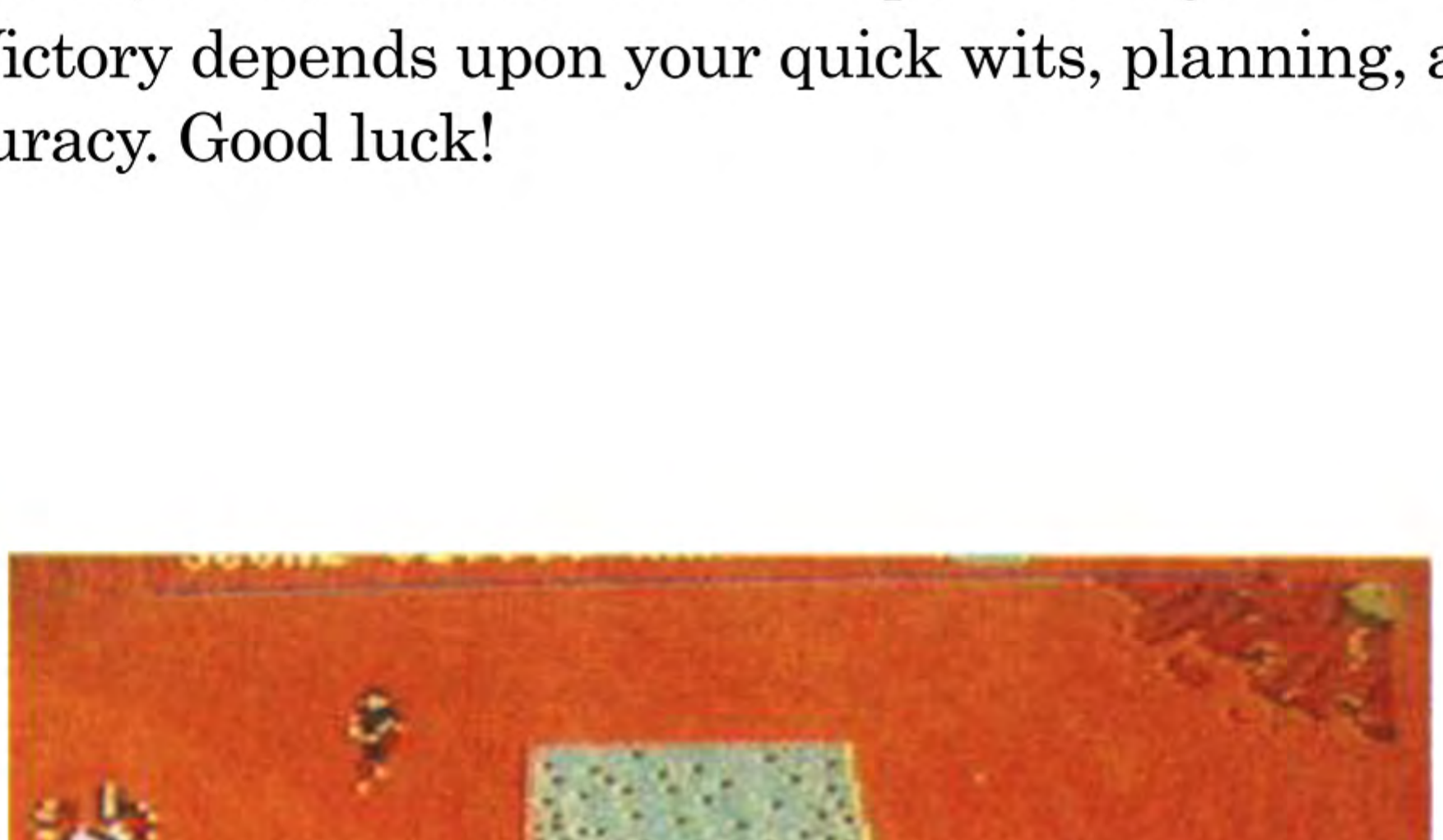
The terrain is covered with pillboxes, heavy artillery, and invisible tank traps. Watch out! Enemy tanks and armored vehicles appear from every direction. Suicide squads of infantry equipped with LAW (Lightweight Anti-tank Weapons) wait in ambush, and surprise air attacks threaten your every move.



Levels

You must pass through three levels of difficulty to achieve your primary target – capturing the enemy flag. As you advance through the devastation and destruction of Levels 2 and 3 and near the enemy capital, you will face increasing amounts of firepower. Air attacks, artillery barrages, and missile silos will rain death upon you. The enemy has concentrated their forces around their flag, and with their backs against the wall, attacks come with a desperate fury!

Victory depends upon your quick wits, planning, and accuracy. Good luck!



Fuel Dump	Hit with tank, 400 points and refuels tank. Hit with shell, 4,000 points.
Ammo Dump	Hit with tank, 400 points and rearms tank depending on current level: Level 1 – 50 shells Level 2 – 35 shells Level 3 – 25 shells Hit with shell, 1,600 points.
Missile Silo	Hit with shell, 1,400 points.
Building	6 shells to destroy, 3,000 points.
Flag	Ends game (end of Level 3). Hit with tank, 100,000 points. Impervious to shells. If fuel runs out while near the flag, the game ends and no bonus is awarded.

Hints

The LAW Infantry come at you with suicidal, insensate zeal. Aim for their feet, otherwise their armored flak jackets may deflect your shells. Drugged and frenzied, they feel no pain!

Watch your fuel indicator closely. If your fuel runs out, your tank is easy pickings.

You have a minimal amount of fuel and ammo, enough for victory but with little margin for error. The success of your mission depends on wisely using your resources, and seizing enemy supplies when you can. But be quick – the enemy will destroy its own dumps to keep them out of your hands if you give them the

chance, and that can leave you stranded later on.

Make sure you fire your shells with the right amount of range/energy (set with the left joystick button, in eight incremental levels, displayed on the bottom right of the battle screen). Overshooting or undershooting an enemy tank or fortification can be a fatal mistake, as well as reducing your effective firepower.

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