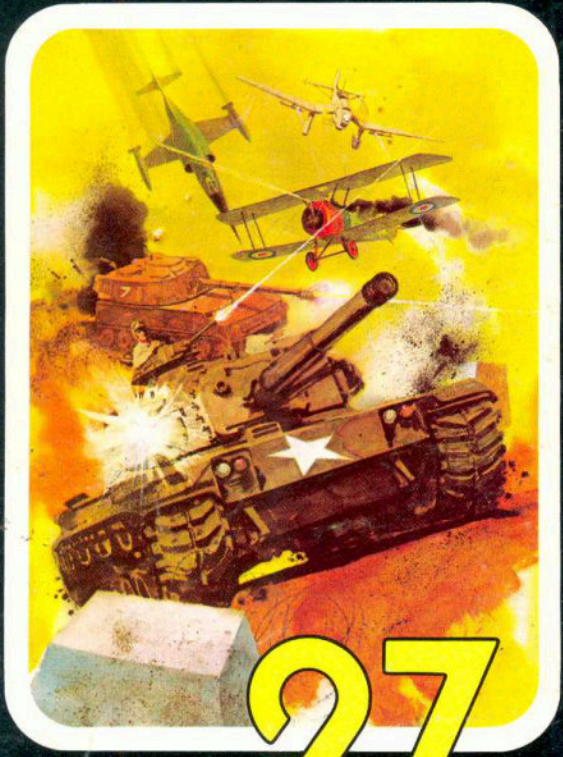
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TELEGAMES T.M.

TANK® PLUS

GAME INSTRUCTIONS



27

FOR 2 PLAYERS GAMES

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Controller Action



Use the Joystick Controllers with this Tele-Games Cartridge. Hold the controller with the red button to your upper left towards the television screen.

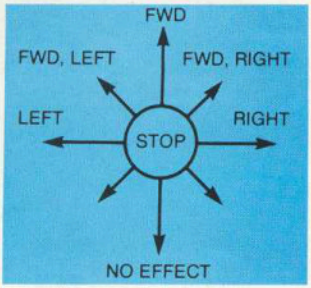


Fig. A — Tank® Games

For all Tank® games, move your Joystick as shown in Fig. A. To move forward, push the Joystick forward. To turn right, push the Joystick to the right. To move left, push the Joystick to the left. The back positions have no effect on your Tank.

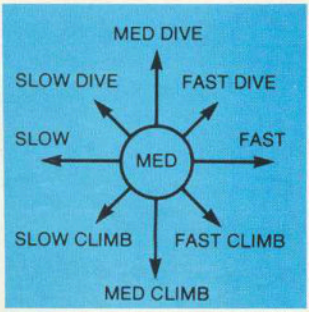


Fig. B — Biplane Games

To control your Biplane for those games, see Fig. B. Control the speed by moving your Joystick from the left (slowest) to right (fastest). To dive, move the Joystick forward, to climb, move it back.

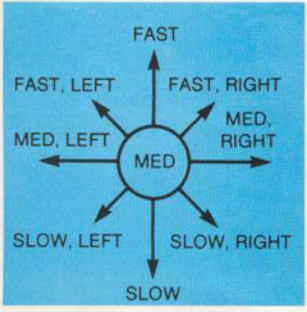


Fig. C — Jet-Fighter™ Games

In Jet-Fighter™ games, the speed of your Jet is controlled by moving your Joystick from the forward position (fastest) to the back position (slowest). Right and left turns are controlled by moving your Joystick from left to right.

As a rule of thumb, game action for Tank® and Jet-Fighter games is viewed from the top. Bi-plane game action is viewed from the side. All games end after 2 minutes, 16 seconds.

Missile Action

Fire your missile by pushing the red button on your Joystick Controller.

In those games where the Missile action is described as "Straight," the missile travels in a straight line (Fig. D). "Machine Gun" missiles are rapid fire "Straight Missiles."

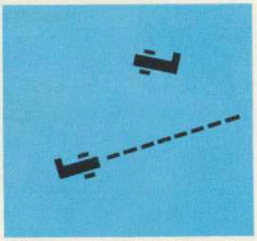


Fig. D — Straight Missiles

In "Guided" missiles games, the missile can be turned to follow your opponent by moving the Joystick to right or left after firing (Fig. E).

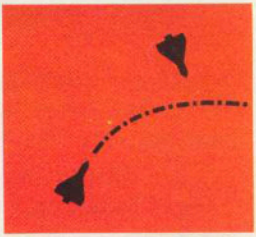


Fig. E — Guided Missiles

For TANK-PONG[T.M.] games only, the missile will bounce off the walls and barriers as shown in Fig. F.

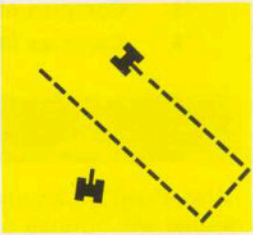


Fig. F — Billiard Hit

Skill Option

Each Player has a choice of "Expert" or "Novice" skill options. The "Expert" setting will have a shorter range missile **than the "Novice." Additionally, in the Biplane and Jet-**Fighter games, the "Expert" player will fly slower than the "Novice."

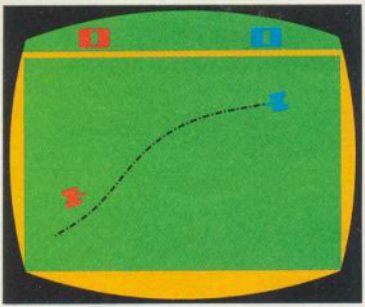


Fig. G — Tank Open Playfield



Fig. H — Tank Ea

Tank® Games

The object of TANK® is to hit your opponent as many times as you can before the time expires. You score one point for each hit.

Game No.

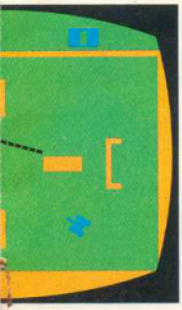
1.	Open Field (Fig. G)	Guided Missile (Fig. E)
2.	Easy Maze (Fig. H)	Guided Missile (Fig. E)
3.	Easy Maze (Fig. H)	Straight Missile (Fig. D)
4.	Complex Maze (Fig. I)	Guided Missile (Fig. E)
5.	Complex Maze (Fig. I)	Straight Missile (Fig. D)

Tank-Pong™ Games

TANK-PONG is an unique series of games in which the missile will bounce off the walls and barriers of the playfield. In the "Direct Hit" games, you score by hitting your opponent with a straight or rebound shot. In "Billiard Hit," you can score only on rebound shots.

Game No.

6.	Easy Maze (Fig. I)	Direct Hit or Rebound (Fig. F)
7.	Complex Maze (Fig. J)	Direct Hit or Rebound (Fig. F)
8.	Open Field (Fig. H)	Billiard Hit (Fig. F)
9.	Easy Maze	Billiard Hit (Fig. F)



sy Maze Playfield

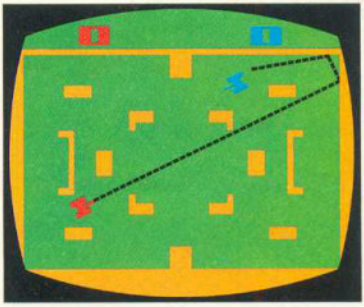


Fig. I — Tank Complex Maze Playfield

Invisible Tank™ Games

You and your opponent are invisible to each other, except when a missile is fired or when a hit is made. In addition, the tanks become visible whenever they bump into a wall or barrier.

Game No.

10.	**Open Field (Fig. G)**	**Guided Missiles (Fig. E)**
11.	**Easy Maze (Fig. H)**	**Guided Missiles (Fig. E)**

Invisible Tank-Pong™ Games

These games combine the invisible play feature with the missile action of TANK-PONG.

Game No.

12.	**Easy Maze (Fig. H)**	**Direct or Billiard (Fig. F)**
13.	**Open Field (Fig. G)**	**Billiard Hit (Fig. F)**
14.	**Easy Maze (Fig. H)**	**Billiard Hit (Fig. F)**

The Biplane and Jet-Fighter games play on the two playfields shown at the right. In Figure K, the cloud formations can be used to "Hide" from your opponent. However, a hit can be scored when hiding in a cloud.



Fig. J —

Biplane Games

Game No.

15.	Clouds (Fig. K)	Guided Missiles (Fig. E)
16.	Clouds (Fig. K)	Straight Missiles (Fig. D)
17.	Clouds (Fig. K)	Machine Guns (Fig. D)
18.	Open Skies (Fig. J)	Machine Guns (Fig. D)

Squadron Play. Play 2 against 2 or 1 Bomber against 3 Biplanes. Your Biplanes always fly in formation, and each Biplane in your group will shoot simultaneously when you push the firing button.

Game No.

19.	2 vs. 2	Open (Fig. J)	Guided (Fig. E)
20.	1 vs. 3	Open (Fig. J)	Straight (Fig. D)



Open Sky

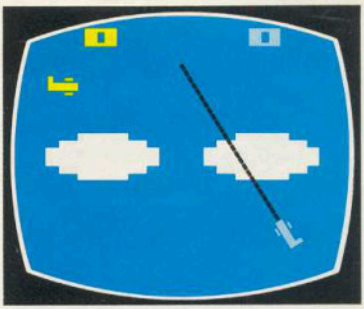


Fig. K — Clouds

Jet-Fighter™ Games

In Jet-Fighter games, the object is to hit your opponent as many times as possible before the time expires.

Game No.

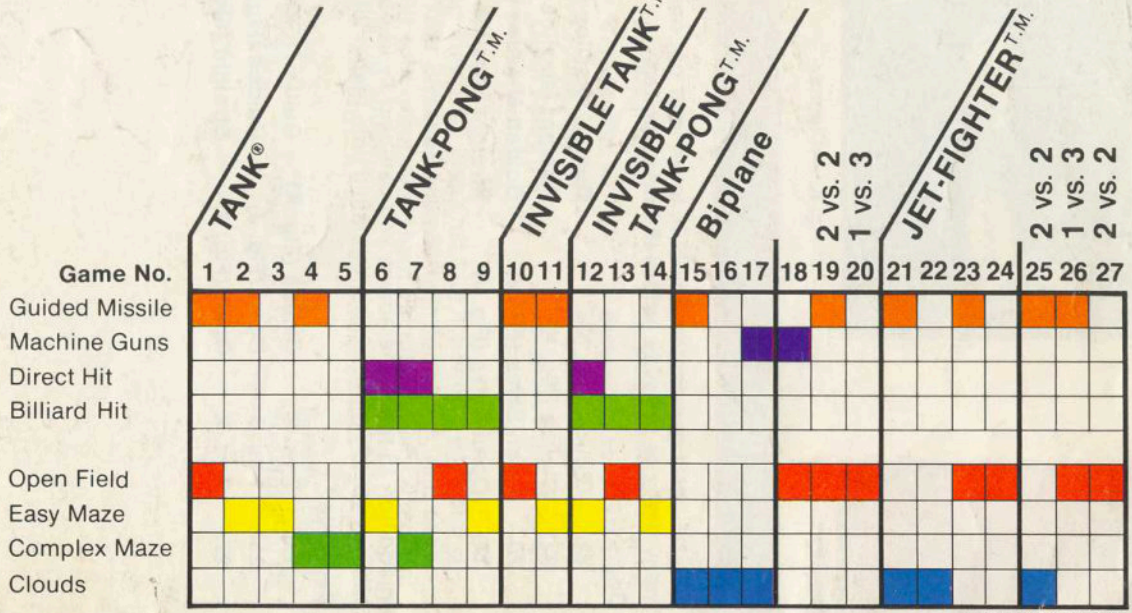
21.	**Clouds (Fig. K)**	**Guided Missiles (Fig. E)**
22.	**Clouds (Fig. K)**	**Straight Missiles (Fig. D)**
23.	**Open Skies (Fig. J)**	**Guided Missiles (Fig. E)**
24.	**Open Skies (Fig. J)**	**Straight Missiles (Fig. D)**

In addition to the game above, you can also fly in pairs (Games 25, 27) or 1 Bomber against 3 Jets (game 26).

Game No.

25.	**2 vs. 2**	**Clouds (Fig. K)**	**Guided (Fig. E)**
26.	**1 vs. 3**	**Open (Fig. J)**	**Guided (Fig. E)**
27.	**2 vs. 2**	**Open (Fig. J)**	**Straight (Fig. D)**

TANK® PLUS TELE-GAMES™ CARTRIDGE



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