

LASER TANK

FUTURE SHOWDOWN

ON A BATTLEFIELD OF THE FUTURE MANEUVER YOUR COHERENT INFRA-RED EQUIPPED VEHICLE (CIREV) INTO POSITION FOR LIGHTNING QUICK LASER DUELS WITH SIMILARLY EQUIPPED ENEMY TANKS. CHASE AND ENGAGE IN THE BATTLE ZONE. FOR ONE PLAYER.

TI EXTENDED BASIC - NO PERIPHERALS REQUIRED.
JOYSTICKS OPTIONAL.



NOT-POLYOPTICS // 13721 Lynn St., Woodbridge, VA 22191

GAMES FOR // TI 99/4(A)



In order to load this program, type in "OLD CSI" and Enter. Follow the directions that appear on your screen. When "DATA OK" appears on the screen, type in "RUN" and press enter.



LASER TANK

by Not-Polyoptics

I. Introduction

LASER TANK is a simulation of tank battle of the future as seen from the turret of a Coherent Infra-red Equipped Vehicle (CIREV). The tank is equipped with a high powered infra-red laser specifically designed to destroy similarly equipped enemy tanks. To win **LASER TANK** you must destroy three of the enemy tanks without losing your own three.

The television screen represents the video control station of the CIREV. It alternately displays two views of the battlefield, Radar and Video. The Radar screen displays the position of the enemy tank with respect to your position and attitude. In order to maximize armor on your tank, you are only given a direct video view of the 60 degrees directly in front of you. This is represented by the uppermost triangle on the Radar screen. The Video shows the actual enemy tank as if you were sighting through a window on the front of the tank

II. Controls

LASER TANK allows the use of either keyboard or joystick input. Keyboard input is more challenging, as you control the left and right tracks of the tank separately. Five keys are used to operate the tank:

A - Left track forward
Z - Left track Reverse
SEMI COLON ; - Right track forward
FULL STOP . - Right track reverse
Q - Fires the laser

Joystick #1 can also be used to control the tank. The tank will travel in the direction the joystick is pushed, and the laser is activated by the Fire Button.

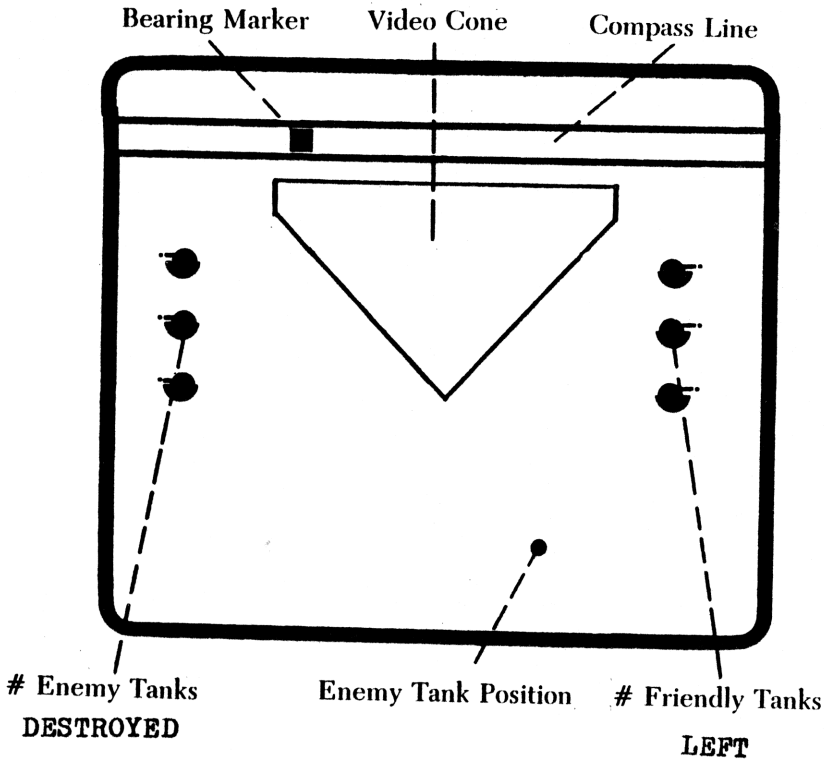
SCORING:

If you survive: Your score is higher depending on the number of tanks you have left and on the difficulty level selected, reduced by the time it takes you to destroy the enemy.

If you are destroyed: Your score is higher depending on the number of enemy destroyed, the difficulty level, but reduced by the time that has passed.

III. The Radar Screen

When the target tank is not within the Video Cone (see Figure), its location is shown as a blip on the Radar Screen. Your position is in the center of the screen, at the bottom tip of the Video Cone. Up on the screen is directly in front of you, down is directly behind you. The blue line at the top of the screen is a direction indicator. This indicates your tank's orientation, just as a compass would. Also displayed on this screen are the numbers of enemy and friendly tanks

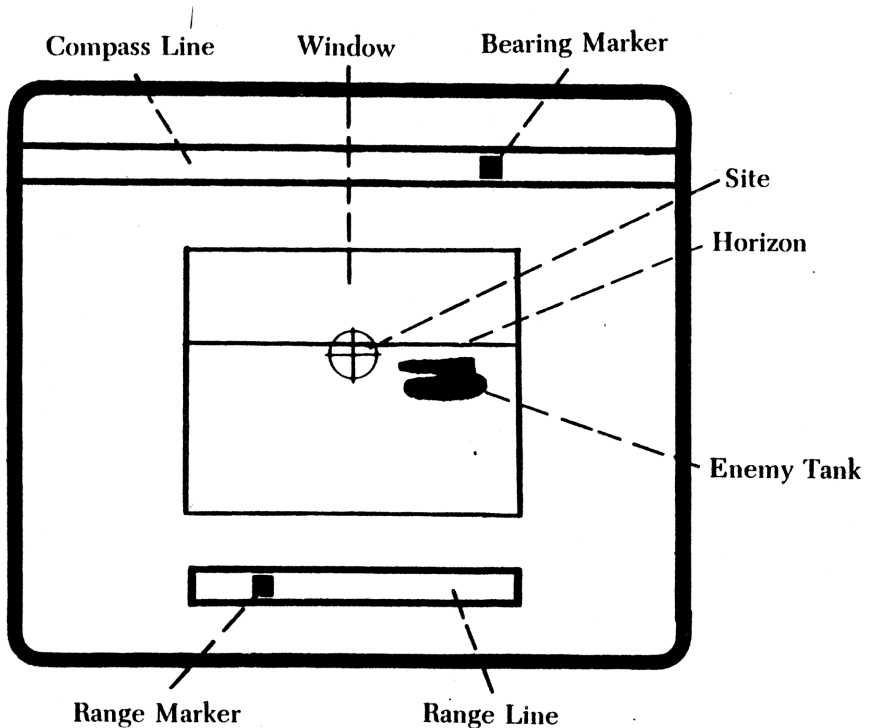


Figure

IV. Video Screen

When the target tank enters the Video Cone (see Figure), the Video Screen replaces the Radar screen on your television. To destroy the enemy tank, you must maneuver your tank so that the site is **near the** target, and then fire the laser. The CIREV can not be aimed except by changing its orientation. If you are accurate, the enemy tank will disintegrate before your eyes in a blinding flash.

As on the Radar Screen, the blue line at the top indicates your tank's orientation. In addition, a brown line along the bottom shows the range (distance) of the target. Target range increases to the right, and decreases to the left.



Figure

V. Rules of Play

There are three levels of difficulty in LASER TANK. Enemy tanks can and will fire upon you. In order to avoid being destroyed, you must stay behind the enemy tank and out of its site. With increasing difficulty level, the enemy tank becomes more active in pursuit, and gains accuracy. Maintaining motion across his line-of-fire also makes it more difficult for him to shoot you. In general, if you are directly behind or directly in front of the enemy, you are a sitting duck.

Both you and the enemy receive three tanks at the beginning of the game. Game progresses until one side is wiped out. Every time the enemy tank is disintegrated, or goes out of range, subsequent adversaries will fire and maneuver faster.