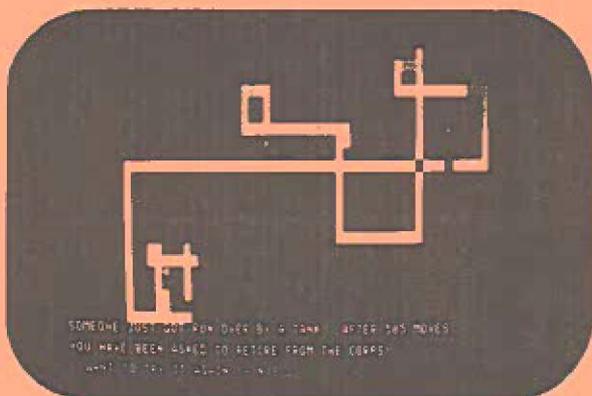


TANK TRAP



An Exciting Graphic Animation Game
For The EXIDY SORCERER
By Don Ursem

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product
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LOADING INSTRUCTIONS

To run TANK TRAP be sure the BASIC ROMPAC is inserted before turning on the Sorcerer. Turn on the Sorcerer and with the cassette in the recorder, follow these simple instructions.

(reset the Sorcerer)

READY

CLOAD TANK

READY

RUN

Although TANK TRAP is written entirely in BASIC, it uses machine language subroutines that are entered by means of POKE statements. It is designed to run on an 8K or larger Sorcerer.

PROGRAM STARTUP

After you have typed RUN, respond with a Y if you wish to see the instructions. Otherwise type N. You will be asked to specify the levels of play.

LEVELS OF PLAY

There are four levels of play with each level becoming progressively more difficult. Type 1, 2, 3, or 4 to establish the level at which you wish to play. The levels of play are as follows:

- Level 1: You can climb over the walls you build. The tank cannot. Sidewalls are built prior to the start of the game.
- Level 2: A random feature is added. The tank can break through slow curing walls a certain percentage (from 10 to 90 percent) of the time. You may wish to reinforce these slow curing walls. Also there are no sidewalls and, in effect, you are playing on a cylinder.
- Level 3: Another random feature is added. There are from one to five civilians to protect. You lose if the tank runs over any of them.
- Level 4: A new risk factor is added. The tank's cannon can shoot holes in your barriers unless you stay within three rows above or below the tank's position.

GAME LOGIC

The tank moves randomly around on the screen. If it hits a wall, it turns in another random direction and tries to keep moving. If it runs over you, you lose! Your objective is to trap the tank in a corner or closed box until it cannot move. The tank will make 10 random direction changes after hitting a wall. If it cannot find a clear path, it will surrender.

CONTROLS

Keys 1-6 on the upper row of the typewriter keyboard control the movement of the man and turn on or off the wall maker. Pressing 5 turns off the wall maker (it is on by default at the start of the game) while pressing 6 turns the wall maker back on. Pressing key 1 moves the man to left, 4 right, 2 up, and 3 down.

It is recommended, however, that you use the numeric keypad for movement of the man. The arrows on the numeric keypad indicate the direction of movement. You do not need to use the SHIFT key or the CTRL key to make this work. However, you must press the number keys 5 or 6 at the top of the keyboard to turn the wall maker off or on.

WINNING

There are four levels of automatic play that can be set by entering -1, -2, -3, or -4 to the request for level of play. The automatic games use a combination of a target proximity detection and random horizontal movement to perform semi-intelligently. The computer can detect when its man is more than five rows above or below the tank and will move the man up or down to get closer. Once the man is within this distance, it is moved randomly. Its horizontal moves are always random. During these automatic games, the player may override the computer control and affect the course of play with the regular command keys.

TANK TRAP by Don Ursem

A rampaging tank tries to run you down. You are a combat engineer, building concrete barriers in an effort to contain the tank. Four levels of play make this animated game fun for everyone.

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