

PANZER

CONGRATULATIONS: You have just purchased one of the finest multi player games on the market today.

INSTRUCTIONS

- 1. Remove all cartridges from the computer.
- 2. Turn on the disk and wait for the busy light to turn off.
- 3. Insert the Panzer Command disk.
- 4. Turn on the computer and wait for the title screen to appear.

The first prompt on the title screen will be to enter the number of players. Use the number keys at the top of the keyboard. The next prompt is for the names of the players. After entering your names, the menu will appear. Use the option and select keys to change the menu settings.

MENU OPTIONS

Most of the options are self explanitory, with two exceptions:

1. Guided Missiles.

To steer your missile press the fire button and move the joystick in the direction that you wish the missile to travel.

2. Invisible Tanks.

Pull back on the joystick to turn invisible, and pull back again to reappear.

For a two player game plug the joysticks into ports 1 and 3. For three players use ports 1, 3, 2. For four players 1, 3, 2, 4. For teams, ports 1 and 3 are the gold team; 2 and 4 are the blue team.

BATTLE COMMENCES

After the menu settings are made, press the start key. The battle screen will appear and the battle may begin.

END OF BATTLE

The end of each round is determined when either no one has ammunition left, or only one person has any tanks left.

KEY FUNCTION

Start – Will preserve the scores and reset the tank, ammo, and fuel counters.

Option or **Select** – Will return you to the menu, reset the scores, and the counters.

System Reset – Will return you to the title screen for new name input.

Escape Key – Will end the round and update the scores.

Space Bar – Will freeze the action, press again to unfreeze.

HELPFUL HINTS

Beginners should leave the menu in its original settings.

Keep track of your ammo and fuel counters. If your tank runs out of fuel it won't be able to turn invisible, or move, though it can still rotate and fire.

Remember moving uses more fuel than idling, and turning invisible uses fuel up the fastest.

Shoot and run. If your tank can hit your opponents then his can hit yours.

After your tank is hit, the tank will explode and disappear. When it reappears on the screen (in a random location) your tank will be the most vulnerable. Be ready to turn and fire as soon as the tank reappears.



LIMITED WARRANTY

To the original purchaser only, the publisher warrants the magnetic diskette on which the program is recorded to be free from defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period the diskette should become defective, it may be returned to the publisher for a replacement without charge, provided you have previously sent in your limited warranty registration card to the publisher or send proof of purchase of the program.