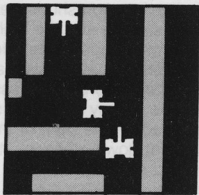


If you are shot by an enemy tank, or if you make contact with an enemy tank, you lose the round. The next round begins, and your remaining tank number is decreased by one. If an enemy tank succeeds in penetrating the wall around Command Headquarters (all tanks can shoot through walls) and hitting the trophy, the game is over.

Tank Battalion Fighting Techniques

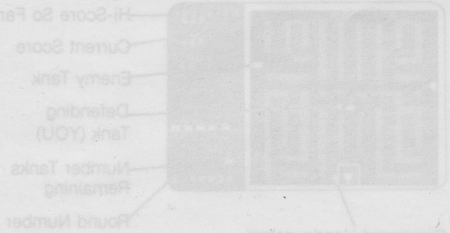
- 1 It takes two shots from a tank to blast through a wall, so you can use the walls as vantage points to hide behind and wait for enemy tanks to get up close. This brings you higher points.
- 2 Shooting from the side or from behind brings fewer points, but is less dangerous for you. Test your courage and go for the close-range kill, or play carefully thinking of survival only. The choice is yours.



Tank Battalion

© namco

HOW TO PLAY TANK BATTALION

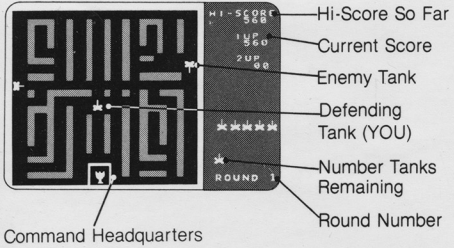


- 60 points/100 points/50 points
- 60 points/100 points/50 points
- 60 points/100 points/50 points

Starting the Game

First make sure the all the connections between your M5, the power supply, and your TV monitor are properly made, then insert the Tank Battalion game cartridge. Turn on the power to your TV monitor, then power to the M5. The game ready display appears on your screen, and you are prompted to select 1 or 2 players—just push the 1 key or the 2 key on the M5 keyboard. The game then starts automatically.

•With 1 player only, the joypad controller must be connected to the left (L) controller jack on the M5 rear panel.



-60 points/80 points/100 points
-60 points/100 points/150 points
-60 point/? points

•Point values differ according to short/medium/long range shooting distance.

Playing the Game

The game starts with theme music playing as the street battlefield appears on your screen. White tanks (the enemy) enter the battlefield from the top-left and top-right corners of the screen, and begin their steady advance towards their ultimate goal—Command Headquarters. Your tank appears on the screen near Command Headquarters as the game starts. Your job is to defend command headquarters by shooting and destroying the enemy tanks as they approach and shoot at you. The direction in which enemy tanks are facing determines the point value scored for shooting them down. If an enemy tank is facing you head on when you shoot him, you get the highest point value; if you shoot him from behind or from the side, the point value is lower. The distance between your tank and the enemy tank when you shoot them also affects point value—the closer you are, the higher the score (see chart below). Close-range battle offers the highest points, but is dangerous. Laying in wait and picking off enemy tanks from afar will bring you less points, but is a safer strategy. As enemy tanks are shot down, your score is displayed on the right of the screen. If you successfully shoot down all enemy tanks in one round, the next round begins. This time, the street pattern will be changed, making it more difficult for you to maneuver freely. Each time you successfully complete a round, the new street pattern becomes more difficult for you to maneuver in.