TYPE M.K. DATATANK OPERATION MANUAL

CONFIDENTIAL

SECURITY GROUP 7 ACCESS REQUIRED

LOADING THE PROGRAM

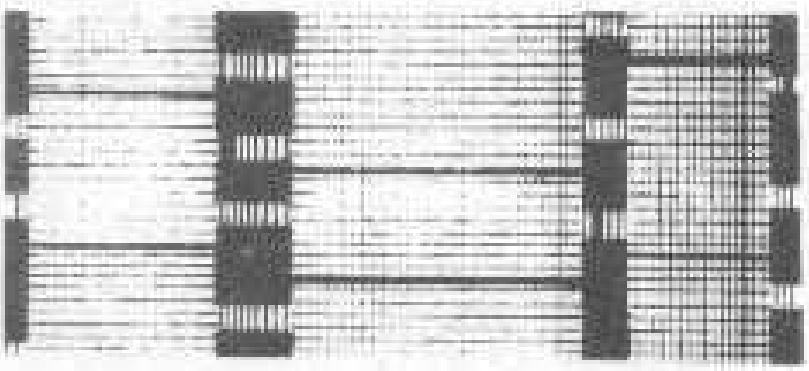
1. Insert the cassette on the GAME SIDE and rewind to the start.
2. Ensure that the remote lead is plugged in.
3. Depress the PLAY button on the cassette recorder.
4. Type CLOAD and press enter.
5. After the titles and machine code have been loaded, follow the instructions given by the program.
6. If any of the program fails to load, adjust the volume and tone controls, rewind the tape, and try again.
7. If you have a printer connected to your computer, turn it OFF during the game, and ON when the ROM GUARDIAN has been hit and starts to rotate.
8. If you want a faster game and your computer will accept it, type and enter the following before running the program.
   154 POKE 65494,5: MOTORON: AUDIOON
   176 POKE 65495,5
   If you then require the printed end of game hard copy, insert:
   POKE 65494,5: at the beginning of line 295

THE FREE SYSTEM

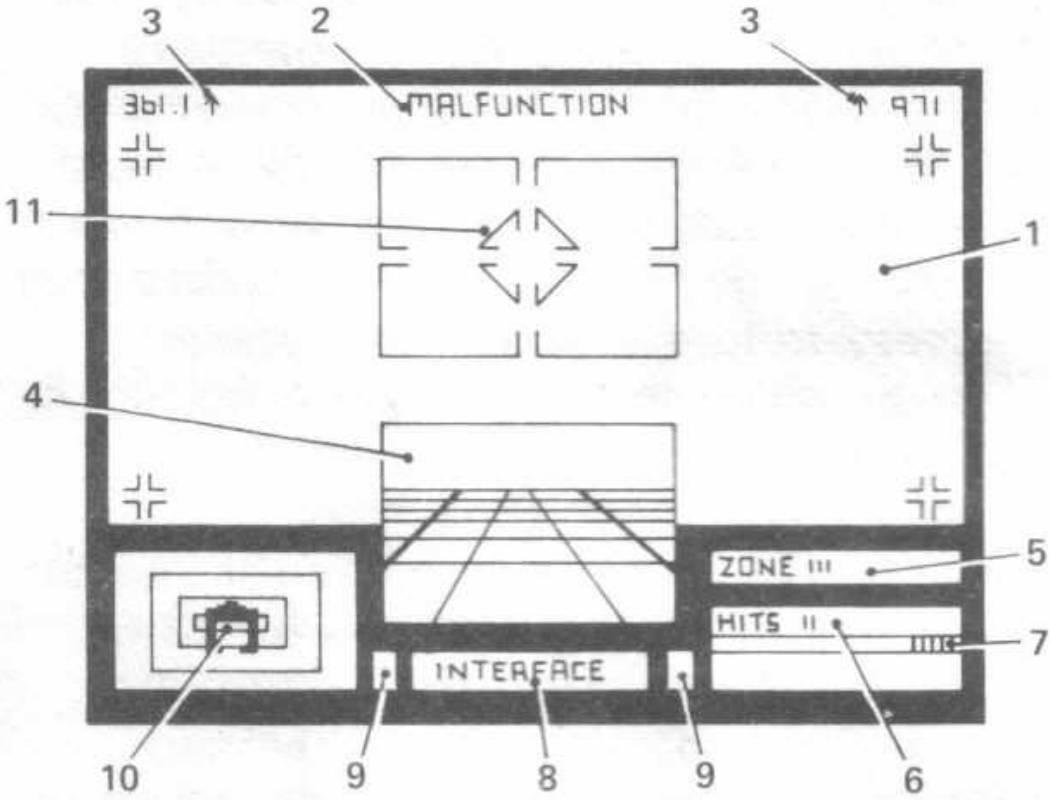
The system is made up of two types of zones, the open grids and memory tunnels. The grid zones are where most dangers are encountered, but each must be successfully travelled through in your search for the Rom Guardian. Grid zones can vary in length and width, so care must be taken not to stray too far left or right into a zone wall.

When you reach the end of a grid zone the D.R.A.G. will locate the nearest memory tunnel and steer the tank in. Once inside a memory tunnel you are locked in a central position to avoid contact with its walls, but may use your thrust, boost and brake. Memory tunnels vary in length and in the effect that they have on your tank (you will notice that some slow you down).

As mentioned above, you may use your Boost and Thrust controls in a tunnel, BUT BEWARE — some are blocked and have to be cleared with logic probes fired from your cannons.



DISPLAY LAYOUT



1 MAIN SCREEN

The main screen projects an image received from sensors mounted above your cockpit, and are angled upwards for maximum scanning.

2 SCREEN READOUTS

P1CM — Meaning Priority One Combat Mode: informs you that a drone attack is imminent and that power has been directed to the weapons systems.

COGR1 — Condition Green One: displayed when a drone has been destroyed, and indicates that power

is available for the drive unit. Will also be displayed if power has been absorbed from a fallen "BIT".
B.U.G. – Indicates that an ERROR BUG is in your current grid lane.
MALFUNCTION – Is displayed in the following circumstances:

Laser Out due to overheating or lack of power cells
Sight Out when the sighting system develops a fault
Erom Launch Aborted if an Erom is not launched shortly after being armed

3 **FLASHING ARROWS**
Inform you of the direction that your weapons are being brought to bear.

4 **CENTRAL MONITOR**
Displays a computer simulation of your forward view, and is your "windscreen" for driving the tank.

5 **ZONE COUNTER**
Gives a visual indication of the number of grid zones travelled through. Each mark indicates three zones.

6 **HITS INDICATOR**
Keeps count of drones destroyed.

7 **POWER CELL METER**
Informs you of power cells used by laser, but will give a false reading if "overarming" has occurred.

8 **DRIVE INDICATOR**
Flashes the word "INTERFACE" when the D.R.A.G. is ready for connection to the system grid. Once connection has been established "INTERFACE" will be displayed and the tank will start moving.

9 **PROXIMITY DETECTORS**
Inform you of impending contact with a zone wall. They have a very short range scanning ability, so evasive action must be taken immediately after the visual and audible warning has been given.

10 **TARGET SCANNER**
Automatically operational during a P1CM and indicates that the weapons system is ready for use. Providing that the laser is armed, a visual and audible signal will also be given when a drone is in range and weapon system interlocked. This rangefinder option can be turned off by pressing L.

11 **DIGITAL SIGHT**
Can be turned on or off during a

P1CM. A DRONE in a central position will be in range: beware of limited operational life.

TANK CONTROLS

THRUST – Connects the D.R.A.G. to the system grid and increases speed.

BRAKE – Reduces speed. Too much braking will cause a loss of grid interface and reconnection will be necessary.

BOOST – Used to obtain immediate maximum speed once the tank is moving.

SHIFT LEFT & RIGHT – Will steer the tank to avoid BUGS, BYTES and ZONE WALLS.

WEAPONS DIRECTION – Aims the cannons and laser in all four directions.

LOGIC CANNONS – One cannon mounted each side of the tank with unlimited ammunition. Normally fires shells but will automatically switch to probes when clearing blocked memory tunnels, and shooting BITS.

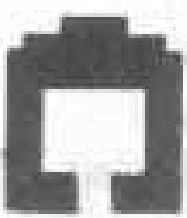
PULSE LASER – Dual-beam single fusion point weapon with a limited number of power cells. Pressing ARM LASER will load one power cell and activate the target scanners rangefinder. Care must be taken when arming to

ensure that only one cell is loaded, or power will be wasted and you may malfunction the weapon.
Pressing FIRE LASER will activate the beams and fire the laser. Again care must be taken not to fire before fully armed, as a chain reaction may occur, wasting power cells and damaging the arming mechanism.

EROM SYSTEM – The EROM is your most powerful weapon and is used when reaching the ROM GUARDIAN'S TOWER. Pressing ARM EROM will allow you to see through his tower defence shield and judge the best time to press LAUNCH EROM. Once an EROM is armed, it must be launched shortly after or you risk a malfunction. This will allow ROM time to energise another defence shield, and you will have wasted one EROM. Your supply of EROMS is limited by the distance travelled to the tower, and your luck in shooting BITS.

THE DANGERS

DRONES



Drones always attack from the left hand side, and will be seen on your main screen. They must be destroyed using the weapons available before they have time to

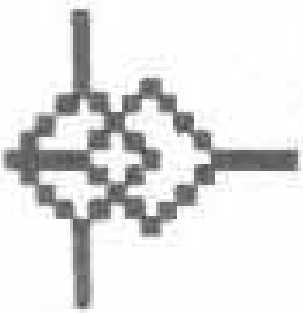
take aim and fire a POWER LINE, which will de-rez your tank.

BITS

■

If you successfully explode a drone, its companion BIT will try to return to the ROM GUARDIAN'S tower and inform him of your progress through the zones. You must attempt to shoot it down, using your logic cannons, before it realises what is happening and flies off. When a BIT is shot down, its power is absorbed into the system grid and may provide the D.R.A.G. with the opportunity to rez-up an extra EROM. Unfortunately not all BITS carry enough power and more than one may be needed. Shooting BITS is very hard and more a matter of luck than judgement.

BYTES



Bytes float above the grid floor and will be attracted to the metal surfaces of your tank if you drive too near them. They can be seen on your main screen, and be avoided by steering

your tank round them. If you get too close they will attach themselves to you and cause a total D.R.A.G. crash, terminating your mission.

BUGS



Bugs live in the open grid zones and survive by feeding on power drawn from the system grid. Direct contact with a BUG will cause an error in the operating system of your tank and render it useless. Extreme care should be taken not to drive into a BUG, and when taking evasive action remember that there may be more than one in any sector of the zone.

CLASSIFIED INFORMATION

(To be read if in despair)

Words of Wisdom

1. When in open grid zones, try to remember that their width may vary, and that constant shifting in one direction will result in a zone wall collision.

2. When a bug appears in your grid lane, always assume that there may be more than one.
3. If a bug can be seen in your central monitor after a P1CM, shift around it as you interface. The same applies to bytes that are spotted just before a P1CM is initialised.
4. Always remember that the faster you are travelling the less time you have for evasive manoeuvering and clearing blocked memory tunnels.
5. During combat with a drone, try not to let it manoeuver out of your on-screen sight; this will give you more time to aim and fire.
6. Note that if you malfunction your laser through overarming,,or lack of power cells, you also lose your rangefinder — and then if your sight develops a fault .....
7. Assume a policy of "DESTROY & RUN" in your mission. If you are stationary too long the drones will attack with an increasing frequency, and eventually with your range and exact location pre-computed, defence is made almost totally impossible.
8. On reaching the ROM GUARDIAN'S TOWER be aware that he will sense

your lack of training if you have incurred too many EROM LAUNCH malfunctions, and may decide to detach you from the system.

9. The DRAGON 32 is not a dedicated arcade machine and has a relatively slow keyboard. In this respect, best results will be achieved by pressing rather than jabbing the keys when using your turbo, brake, shift left etc.

TERMS AND CONDITIONS OF SALE

1. It is a breach of copyright law to reproduce this program for any other purpose than personal back up.

2. All sales of program tapes are made under a conditional sales contract, as permitted by the Sale of Goods Act 1979.
   In this respect, no person is authorised to hire this program (The expression "hire" is also taken to mean the sale of a program on the understanding that it will be re-purchased at a subsequent date).

Distributed by PSL MARKETING
52 Limbury Road, Luton, Beds. LU3 2PL
Tel: Luton (0582) 591493