Player 1
Score: Level
Lives: Unused

Player 2
Score: Elapsed game time (in seconds)
Lives: Unused

Player 3 - Level IN parameters
Score: Number of hostages to rescue
Lives: Number of hostages

Player 4 - Level OUT parameters
Score: Number of hostages rescued
Lives: Mission Completeness
      0 = mission failed (enemy not destroyed and target not destroyed)
      1 = enemy not cleared
      2 = target not destroyed
      3 = mission complete (enemy destroyed and target destroyed)

Tank:Body
A) Unused

B) Accelerating/Decelerating
      0 = tank is slowing due to friction
      1 = tank is accelerating/decelerating

C) Firing
      0 = the tank is moving
      1 = the tank is firing

Tank:Turret
A) Gun Elevation
      0 = Low (only ground based objects and walls destroyed)
      1 = High (only objects on walls destroyed)

B) Gun Rotation
      (32 * 4 rotations, used to slow to gun rotation)

Tank:Shell
A) Shell Elevation
      1 = Low (only ground based objects and walls destroyed)
      2 = High (only objects on walls destroyed)

B) Bullet Age

Soldier
A) Mode
      -1 = Reset
      0 = Waiting
      1 = Active
      2 = Dead

B) Sprite remove delay/Aggressiveness
      if A = 1 then aggressiveness
      if A = 2 or 3 then delay until sprite is removed/destroyed

Sergeant
A) Mode
- -1 = Reset
- 0 = Waiting
- 1 = Active
- 2 = Dead

B) Sprite remove delay/Aggressiveness
- if A = 1 then aggressiveness
- if A = 2 or 3 then delay until sprite is removed/destroyed

Bazooka:Soldier
A) State
- -1 = Reset
- 0 = Waiting
- 1 = Active
- 2 = Tracking
- 3 = Shot

B) Time spend tracking

C) Direction before tracking

Bazooka:Sight
A) Mode
- 0 = off
- 1 = tracking
- 2 = locked
- 3 = locked+fired

Bazooka:Shell

Bazooka:Parameters
A) X distance from sight to tank

B) Y distance from sight to tank

C) Distance squared from sight to tank
- $c < 50$ = locked
- $c < 3000$ = locking
- otherwise = tracking

Hostage
A) Mode
- -1 = Reset
- 0 = Waiting
- 1 = Active
- 2 = Dead

B) Sprite remove delay/Aggressiveness
- if A = 1 then aggressiveness
- if A = 2 or 3 then delay until sprite is removed/destroyed

Bunker
A) Status
        0 = Ok
        1 = Destroyed

B) Hit Count

Bunker: Entrance
A) Open/Close counter
        0 - 19   = Closed about to open
        20   = Opening
        21 - 39 = Open about to close
        40   = Closing
        60   = Restarting cycle

Gun: Turret
A) Status
        0 = Ok
        1 = Destroyed

B) Hit Count

Gun: Bullet
B) Bullet Age

Soldier: Bullet
B) Bullet Age

Sergeant: Bullet
B) Bullet Age

Bazooka: Movement

Helicopter
A) Status
        0 = On screen
        1 = Off screen

Game State
A) State
        0 = Starting
        1 = Hostage display
        2 = Playing
        3 = End

B) General
        if A = 1 then number of hostages
        if A = 3 then time until next frame

Shrapnel
B) Shrapnel Age

Base Destroyed
A) Bunkers remaining

B) Gun Turrets remaining

Episode	Hostages	Rescue	Special Mission
1.1	8	4	
1.2	10	5	
1.3	10	6	Clear Enemy
2.1	12	7	
2.2	12	9	Clear Enemy
2.3	12	11	Clear Enemy + Destroy Ammo
3.1	16	12	
3.2	16	14	Clear Enemy
3.3	16	16	Clear Enemy + Destroy Rocket