# amigaguide

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**REVISION HISTORY**

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# Chapter 1

# amigaguide

## 1.1   main

TANX SQUADRON

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This Game may be freely distributed, provided that the Graphics,

Sound, Music, Data and the Executable TANX file are not changed.

Magazines and PD Houses have the right to supply it, as long as they

follow the above conditions. This game or anything containted within

the Archive may NOT be included as part of a Commericial

Package without the prior consent of the Author (AMINET CD-ROMs are

excluded from this). Otherwise, the price of purchasing this game

should be no more than the cost of the DISK(s) supplied and usual

handling charges.

CONTINUE...

## 1.2   contents

>>> TANX SQUADRON Online Game Instructions <<<

Technical Information and Background

Introduction What is TANX SQUADRON?

Requirements What do I need to Play?

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How to Play

Setting up a New Game Step by Step Instructions.

Team Member Attributes Affects of SKILL, FEAR, Etc.

Basic Game Play Moving, Aiming, Firing and Using the Interface.

Weapons Effects, Restrictions and Uses.

## 1.3   TANX SQUADRON Game Background

TANX SQUADRON

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TANX SQUADRON is a turn based stratergy game based around LASER SQUAD
and UFO. In TANX you must manage and direct a group of 10 miltary
vehicles and use them and the weapons avalible to you to destroy an
Alien threat which is currently attacking the Earth. Your units will
be affected by individial aspects such as their own SKILL, MORALE as
well as TIME, FEAR and the VEHICLE type to which they have been
assigned. Ultimately the outcome of the game will depend on
how well you are able to co-ordinate your units and how you
will spend money gained from successful missions.

---------------------------------------------------------------------------

Background Story...

Several months ago, it came apparent to the Governments of Earth
that a global conspiracy designed to prevent information about a race
of aliens becoming greater and greater in number, was failing.
Attempts to keep these aliens in check has begun to fail due to
increasing difficulties in keeping the actions discrete and also
attacks on civilian areas.

Having agreed that a pool of military resources and an immediate
counter strike was needed, Earth began its fight back against the
alien invaders... only to be faced with odds that had clearly been
under estimated. The aliens were able to regain their numbers almost
as quickly as they were destroyed. But this was only the beginning.
Although it had always been known that the alien weaponary and the
beings themselves were heavily based around organic technology,
chemical weaponary had little or no affect on them. The aliens

themselves were "born" on Earth and had lived there long enough to be
immune to almost every single weapon Earth had. It seemed as though
these "aliens" were almost native to the planet itself.
During the fighting, the original teams setup to battle the aliens
suffered many casualties and even though they fought hard, it was a
loosing battle. However, a group of high spirited individuals were
not about to see their planet over run by the invaders. Taking
weaponary and military vehicles that had been classed as "destroyed",
they rebuilt and repaired them, fitted new weapons and decided to
take on the aliens themselves. As a mercenary unit they would be able
to accomplish their goals more easily, and keep fighting until the
aliens were driven from the face of the planet.
The unit was codenamed TANX...

## 1.4 Game Requirements

TANX SQUADRON GAME REQUIREMENTS

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TANX was coded on an AGA AMIGA with an 030/25Mhz Processor. This
should therefore be the minimum usable Amiga. It is NOT recommended
that you play this game on an 020 as it has been not tested on this
machine, but it may actually be too slow to be playable. Given the
nature of the game, an 040 is realistic.
4 Megs of RAM (Including 1.5 Megs of Chip RAM which *must* be
available).
2.5 Megs of Harddrive Space ; The game can only run from Harddrive.
Mouse and Keyboard. (duh!)
Actually, not really a Duh, since you cannot play the game without
both and the joystick cannot be used.

## 1.5 Installing the Game

Installation
Well, you're reading this so you must have done something
right. No, seriously. You should have a Drawer called TANX containing
two icon files, TANX and TANX.GUIDE. As well as these, you will find
that you have 4 hidden drawers called DATA, GFX, MUSIC and SOUND. The
game should be unarchived or copied into your harddrive or partition.
However, you MUST copy the 2001.font file AND the

2001 drawer to your FONTS: directory of your harddrive. This FONT is

contained in the DATA directory of TANX. Failure to do so will result

in the game locking up completely when it is run, and we'd hate you

to think that you'd downloaded / bought it for nothing.

Once this is done, you are all set to play. Just double click

the TANX icon to play the game.

## 1.6   SETTING UP A NEW GAME.

Starting a New Game

-------------------

Once you have watched or clicked through the Startup, you are

presented with a screen that will have three options avalible for you.

START NEW GAME

LOAD GAME

CONTINUE GAME*

VIEW CURRENT STATUS*

EXIT TO SYSTEM

* - Only avalible upon loading a Saved Game.

START NEW GAME

--------------

If it is your first time playing the game, or you want to

create a new team, the you will need to select START NEW GAME. Move

the mouse pointer over this option and a box will appear around it.

Select it with a click of the left mouse button. You will be presents

with a new screen containing a list of 10 people (named by their sex)

and also their SKILL and MORALE.

Follow the On Screen instructions until you are satisfied

with your Team Members. Note that SEX does not affect either SKILL

or MORALE. Once you have choosen your team, you will be given the

chance to name them. It is recommended you don't stick to MALE and

FEMALE as this will lead to lots of confusion later on. However you

should try and name your Members according to SEX. Follow the

onscreen instructions until you are satisfied.

After a short time, you will be presented with a different

screen. This is probably one of the most important parts of the

game, as it is where you assign your members to their Vehicles. All

the vehciles are avalible from the start and there is no cost in the

purchase of them. However there is a restriction - You may only

assign one person to a Devestator and also to the Trojan. Apart from

this you are free to assign anyone to any vehicle you wish.

LOAD GAME

---------

Selecting this Option will present you with a screen showing

the number of saved games avalible. Select which one you want to use

by pressing an F KEY. Once you have selected a saved game (or pressed

escape) you will be taken back to the Main Menu with some extra

options.

CONTINUE GAME

-------------

This will simply continue your current game. If you are in a

battle during the save it will reload the battle for you to play, the

game will restart where you left off. If you are not in a battle you

will be taken to the equipment screen.

VIEW CURRENT STATUS

-------------------

This option will show you all the members of your team and

highlight those that you should pay special attention to. It will show

you their current ARMOUR, SHIELD, TIME and FEAR. It will also inform

you of your current Mission and Stage, as will as remaining objectives

and your current objective.

There are certain attributes of this information that you

should take particular note of. The first is team members whose

information is in RED. This indicates that their ARMOUR is below 10

and they are very close to being KILLED or WOUNDED. Team Members whose

information is in YELLOW indicates that their shield (if they have

any) is either completely depleted or is very low. Two other pieces of

information worth noting are "MISSING" and "DEAD". The latter is self

explainatory, whereas MISSING means that a team member was lost during

a RETREAT and is currently not with the group.

Left Click to return to the Menu.

EXIT TO SYSTEM

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Exits the Game back to Workbench, or whereever you ran it

from. Exit is immediate without prompting.

## 1.7 TANX Member Attributes

Team Member Attributes

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TIME - During a battle this will affect how many things a Team
Member can do during that turn. MOVING, FIRING and TURNING
are all a reliant on having time units avalible to you.
Once your time units are used up, the Team Member is
unable to do anything more that turn and must wait until
the next turn. The amount of time a player has is affected
by their SKILL and also the VEHCILE that they are in.

SKILL - This affects how many TIME UNITS a player can have and
also how accurate their SHOOTING is. Skill points are
raised after combat experience, depending on how well they
did and if they managed to stick out the entire battle
without retreating.

MORALE - This affects how likely a Team Member is to PANIC if
their FEAR levels become too great. The higher the
Member's MORALE, the less they will be affected by fear.
However, if their FEAR levels exceed their MORALE, they
may panic with two possible affects. MORALE is increased
with combat Experience.

FEAR - Fear increases as an unprotected (unshielded) Team Member
recieves damage and their armour is less than 100. These
fear points decrease 1 point per turn (including Aliens
Turns). If a Team Member is KILLED, fear points for all
other alive Team Members will rise by 10!! If a Team Member
panics, it will happen at the start of your next turn. They
can do one of two things, either refuse to move or try and
run away. If they run-away is it not always in an
intelligent direction and they could run into the middle on
bunch of Enemy units who will probably kill them on the
next turn. Either way, a paniced team member if of no use
to you until the following turn when they have calmed down
(provided they haven't be shot up again).

## 1.8  BASIC CONTROL

Basic Gameplay

Controlling the vehicles is quite straight forward. If you

have played UFO or Laser Squad then this should be simple for you.

Below the main screen is a control panel which has various buttons on

it. When you start a game there will be a vehicle selected with a

square yellow box round it. You can move the yellow box by using the

arrow keys (the ones below Help and Del). This will determine the

direction you want the vehicle to move or face. Move the yellow box to

a postition on the screen and press the return key and the vehicle

will move to that square. Note that Tanks cannot move into water, rock

squares or squares currently occupied by other vehicles. The planes

can move over water and rocks but cannot occupy a square that has a

vehicle already in it. To make a vehicle face in a direction, use the

space bar instead of return and the vehicle will face in that

direction. You can only move or look around if you have enough time

units. To scroll the map around, use the numeric key pad. Key 5 will

re-center on the vehicle currently in use. You can still move a

vehicle to a square even if it is not on the screen by using the arrow

keys.

If, while moving, a message in the information bar appears

saying that an enemy has been spotted, the green status bar at the

bottom of the control panel will turn red. Either side of this bar

are 2 arrows. Clicking on these arrows will scroll though the

enemies that can be seen by the vehicle and the yellow box will

change to a crosshair. This allows you to fire at the currently

selected target. In the information bar, a short description of the

target will appear. You can either fire at the target, or just move

away from it. Assuming you actually want to fire at it, you must

first choose what weapon you want to use. The weapons available to

that vehicle are listed on the right hand side of the control panel

and are selected by pressing the relevant number on the main

keyboard. Next, select the rate at which you want to fire: Normal,

Rapid or Bezerk. Normal fires one accurate shot at the target, Rapid

fires three shots in the targets direction and Bezerk fires ten

shots at the target. These shots are dependent upon the time units

the vehicle has and also how much ammo the weapon has left. To fire,

select the box marked Fire on the left of the panel, or press the

return key. Note that there are two other boxes above this: Move and
Aim. Move allows you to move around the map as usual and Aim allows
manual aiming, while on Aim, return will fire the currently selected
weapon at the point the crosshhair is on. You cannot shoot yourself.
Note that explosions caused by some weapons will damage a vehicle in
the adjacent square.
Radar is also available in two forms: one is a standard
radar which shows you the map with any fires that are currently
buring and any enemies that have been spotted. Your team appears in
green, enemies are in red and fires are yellow. On some missions
there may also be a white flashing spot. This is where the current
objective is. At the bottom of the map screen is information about
what the current objective is and how much cumulative time has been
spent in the game. This radar is available by pressing the Help key
during your turn. The other form of the radar is much more powerful.
It is accessed by pressing the options button BEFORE YOU MOVE ANY
VEHCILES. At the top of the screen is a button marked Radar and a text
message stating whether or not the radar is available. It is only
available provided you haven't moved any vehicles that turn. Pressing
it does two things: You will be able to see ALL the enemy vehicles
anywhere on the map. Then it ends your turn as soon as you exit.

## 1.9   WEAPONS

In this Preview, there are 4 weapons available for you to
use, one of which must first be obtained during one of the missions.
There are 8 weapons overall, all with their own strengths and
weakness. Some vechicles can use weapons that others can't, and only
the DEVASTATOR can use all of the weapons.
In the main game screen and on the equipment screen, shown
between missions, you are presented with the weapons currently
available by a group of numbers indicating their readyness. At the
start of the game, only 3 weapons are available for use, but this
number will increase as you travel further into the game.
A brief description of the weapons follows. The number that
preceeds the weapon name is the number that is used to select it when
you are playing the game.
(1) - MACHINE GUN - The standard weapon used by all the
vechicles. It is unlimited, firing rounds of bullets at the target.

It is a fast, accurate weapon but compared with all the others is very weak. A good weapon to use when attacking immobile and non-aggressive targets.

(2) - SHELLS - A weapon that is used by the Light Tank, Heavy Tank and the Devestator. Shells are very powerful and can destroy surrounding obstacles as well as take out the enemy quickly. Normal shells can occasionally start fires.

(3) - ROCKETS - These are used by the AKIKIAO fighters, TROJANS, Heavy Tanks and the DEVESTATOR. Not as powerful as the shells, but still enough to cause an enemy serious amount of damage. Normal rockets can take out obstacles and occasionally start fires.

Note - Normal SHELLS and ROCKETS can be replaced by NAPALM versions by simply pressing 0 (ZERO) when they are selected. To switch back, just press the relevant weapon number again. NAPALM SHELLS and ROCKETS *ALLWAYS* start fires on flamable materials. This is not always a Good Thing(TM)

(4) - LASER - Not much is known about this weapon. What we do know is that it has limitless ammo, travels through many things and overheats quickly. It is also relatively expensive to produce.

## 1.10   enemies

During the game you will encounter various enemies. Here are some brief descriptions of those you will encounter.

ORGANIC TANK - An organic version of the Light Tank. These creatures are fast moving, dumb creatures that are not very powerful, but can be a serious threat in large numbers. Spits acid, and occasionally much larger acid balls that can cause a LOT of damage.

DIPTERIOUS - A flying equivalent of the ORGANIC TANK. Once again, they are fast and stupid and should not cause too much of a problem. Their ability to move over more terrain than their ORGANIC counterparts can make them more of a handful. Spit acid, but do not possess the ability to spit large balls.

ALIEN GUN ENPLACEMENTS - Immobile, but a hell of a lot stronger and much more deadlier than organic enemies. These guns are usually found guarding structures of high importance and will fire upon intruders on sight. They fire both bullets and shells and should NOT be simply ignored!

ROYAL GUARD - A much tougher, more intelligence, faster and

more deadlier version of the ORGANIC TANK. These grey creatures are

specially bred for protecting the Royal Alien Tanks, and are

determined enough to drive any unworthy challenger back where they

came.

LARGER ALIENS - There are larger Aliens about, but reports

are scarce.

THE CYBERWOLVES - Members of the original Alien Extermination

Team, who have been assimilated by the aliens and now work for them.

Controlling Earth vehicles very much like your own, they are an assett

to the aliens conquest of the planet. The Cyberwolves are TANX

arch-enemies and encounters are never usually won easily by EITHER

side. You have been warned...


## 1.11   equip

Equiping the Squadron

After you have finished a mission, you will return to the Equipment

screen. On this screen you have the chance to repair your Squadron,

buy more ammo, replace lost weaponary, buy shields and buy new

weapons. A status bar at the bottom of the screen shows information.

Clicking on the bar shows you how much money you have left.

To move between your Team Members, press the left or right buttons

next to the name line. Clicking in the name line itself will allow you

to change the name.

All the details about that particular member are displayed. This

includes ARMOUR, SHIELD, MORALE and SKILL. Weaponary and Ammo are

shown on this screen too. Like the game screen, weapons available to

that vehicle are displayed as small number buttons, at the top of the

screen. Ammunition for that weapon is displayed over the actual weapon

image in the middle of the screen.

There are three main items available to buy. WEAPONS, SHIELDS and

ARMOUR. Each can be purchased by clicking on their image, or the

"UNIT" and "AMMO" labels above and below the weapons. When you click

on a picture of a weapon or the armour or shield, the information bar

will display how much it costs or what it is. At this point you will

also be presented with some other options.

A "REPAIR" box will appear when you click on the armour. Click this

box to repair damage to your vehicle.

Clicking the SHIELD or UNIT label of a weapon will tell you the cost

of the item and also give you two options - "BUY" and "SELL". Click on

the option of your choice. SELLING an item will only return *half the

cost* of a new one.

Finally, AMMO will allow you to buy more AMMO for the particular

weapon. Push the UP and DOWN arrows next to the status bar to BUY or

SELL the AMMO.

NOTE - Not all Weaponary and Ammo is available to all vehicles.

Other Options

QUIT - Takes you back to the Title Screen

SAVE - Allows you to save your Game.

DONE - Quits the Equipment Screen and goes to the Briefing Screen.


## 1.12 briefing

This screen simply tells you what the Mission will entail and

of the mission requirements.

Buttons

Status - Tells you how many aliens have been killed and exactly how

long you have spent playing the game.

Replay - Plays the Mission instructions through again.

Quit - Quits the Game back to the Title Screen

Save - NOT WORKING IN PREVIEW VERSION

Done - Begins the Mission


## 1.13 guide

Quick Key + Game Guide

This small Guide tells you everything you need to know

CONTROL INTERFACE

(Also see Picture - gfx/help.iff)

MOVE - Switch to MOVE mode

AIM - Switch to AIM / INDENTIFY mode

FIRE - Fall at target using current weapon

(red when selected)

NORMAL - Fire one well aimed shot

RAPID - Fire three fairly well aimed shots

BEZERK - Fire Ten badly aimed shots

(red when selected)

ARMOUR - Vehicle's Armour

- RED when LOW

SHIELD - Vehicle's Shield

- RED when LOW

TIME - Vehicle's Time

AMMO - Current Weapon's AMMO. Blank if Unlimited.

- RED when LOW

FEAR - Pilot's Fear

- RED when higher than pilot's MORALE

CENTRAL COLOUR BAR

(Click on bar to bring up pilot info)

- Green = ALL CLEAR

- Yellow = IMPORTANT MESSAGE (Check Status)

- RED = ALIEN SIGHTED

Use Left/Right buttons either side to check targets

NUMBERED BUTTONS

- 1 - Machine Gun

- 2 - Shells

- 3 - Rockets

- 4 - Laser (when found)

OPTIONS

- RADAR - Shows ALL aliens

- Only Availble at beginning of turn if no-one moves

- Ends Turn Immediately

- MUSIC & SFX

- Allows you to change the volumes of Each

- Can be Switched OFF by reducing to minimum

- RETREAT UNIT

- Only available when on BLUE START TILES

- Removes a Unit from Play until next Mission

- You can Only Retreat 5 Units this way

- RETREAT ENTIRE SQUADRON

- Retreats Everyone

- Those outside of BLUE START TILES will become MIA's

- SAVE GAME

- Save Game

- QUIT TO SYSTEM

- Prompts for Exit to Workbench

- QUIT TO TITLE

- Prompts for Exit to Title

- SAVE OPTIONS

- NOT IN PREVIEW VERSION

- OK

- Exits Options Menu

KEYS

ARROW KEYS - Move Target Box / Sight

RETURN - Move / Fire to Target

SPACE - Face Direction of Target Box

NUMERIC PAD - Scroll Map

- 5 Key Centres

- 1,7,9,3 - Diagonals

- 8,2,4,6 - Up ; Down ; Left ; Right

HELP - Displays Area Map

1 => 4 - Select Weapon

- 0 with Shells/Rockets, NAPALM versions.


## 1.14   hints

Gameplay HINTS and TIPS

We're working on it.... ;)


## 1.15   tech

YOUR PLANET NEEDS YOU!

... to be ripped to shreds in your hundreds and thousands...

HELP WANTED

Bug Testing - Send us reports of bugs you find to help us make the

full version as "clean" as possible.

Graphics - Would you like to draw some graphics for the game?

- Create some 16 x 16 blocks using the TANX.pal palette

in the data draw and Send Them To Us!!

- Create some 8 => 16 colour aliens using THE FIRST 8/16

COLOURS of the palette and Send Them To Us!!

- ZONES,

- ALIEN / ALLIED BASES

- CITY STREETS

- INSIDE CITY BUILDINGS

- SEWERS

- ALIEN HIVES

- ALIEN HOMEWORLD (TERRAIN)

- ALIEN HOMEWORLD (INNER CITY)

Sound FX - We need some more Ambient Sounds.

- Got some to do with the Levels you've already played?

Or maybe for the zones above? Send Them To Us!!

Ideas - Got any ideas for Missions or what you think we should

put into the game? Send Them To Us!!

Instructions- This guide was put together very quickly, because we

needed to get the Preview Uploaded. If you have the

time, either adding to it or translating it would be

appreciated by not only us, but a lot of users who do

not speak English. If so... Send Them To Us!!

Comments - Just have some general comments? Send Them... oh, you

get the idea!! :)

For Addresses CLICK HERE

## 1.16 address

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