

HIGHLIGHTS

FUTURE TANK

Your home planet MIRAR has been overrun by aliens – capturing the defence system, controlling military installations. The population is now under attack not only from alien ships but the planet's own weapon's system too.



The only hope of the MIRARIANS is the hidden base ARABTAN where new super tanks are located. Take these tanks and free your planets.



Screen shots from various formats.

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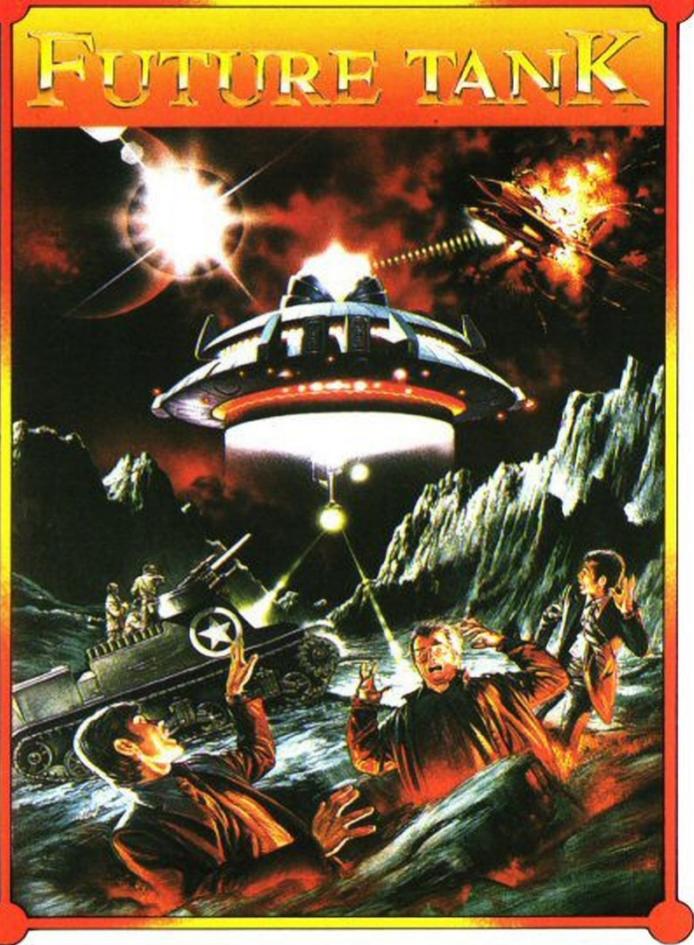


HIGHLIGHTS

FUTURE TANK

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POWER UP YOUR 16 BIT



AMIGA

AMIGA

FUTURE TANK

LOADING

Before you insert the disk you should switch off the computer. If you remove the write-protection to save your highscore you insure that no virus has the possibility to destroy the bootblack which is necessary for starting the game.

THE STORY

Your planet MIRAR has been occupied by an invasion of intelligent alien beings. They could surprise the defense system and received the control over the military-power. They attack the civilian population with the internal weaponsystems of your planet and with air-raids of their own ships. Only the research-centre in the jungle ARATAN could escape their occupation. In this base scientists developed two prototypes of new defense tank. Use them to save your planet – it is the last chance for the population.

YOUR TASK

Eliminate the attackers if necessary. You have to clear 50 areas to save the population.

THE MENU

After loading the game you can start as follows:
Press firebutton of joystick in port 2 or F1 for one player
Press firebutton of joystick in port 1 or F2 for two players.

THE GAME

Before you start the level you have to play is indicated.

A) INDICATION

On the right side you see the indication with several fields. The part above is for player 1, below for player two. Each part contains four fields.

The top field indicates the score.

The middle field the amount of tanks.

The two below show the additional shots.

The first of the fields below shows the existing shots (Maximum 6

shots). If you should lose a tank you also lose your additional shots. The second field below is sort of a memory for additional shots. If you should get more than 6 additional shots which are indicated in the first field, the following are indicated in the second. If you should lose a tank the shots from the second field are moved to the first.

B) ADDITIONAL SHOTS

You get additional shots in shooting the M-Symbols (Ms). There are three different Ms:

red M: 1 additional shot

orange M: 2 additional shots

blue M: 3 additional shots

C) KEYBOARD CONTROL DURING THE GAME

With the SPACE key you can interrupt the game.

With ESC you return to the main menu.

D) JOYSTICK CONTROL

Pressing the firebutton you can shoot the rockets, the tank moves exactly into this direction. You can shoot and move in all 8 directions. You reach the next level if you drive

into a blue building marked with EXIT. You get a bonus tank if you reach 20000 points and all following 80000 points. If you get it you will see a blue R-symbol flying over the screen. If you moved through EXIT in level 50 your mission is completed. If you should lose your tanks before this, you may have the possibility to write your name into the highscore list, and then try again.

HIGHSCORE LIST

Enter your name with the keyboard finish with the Return key. The disk should not be write-protected, in order to save your name. Having finished you return to the main menu.

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