



8 War-torn battle zones! Includes Jungle warfare, minefields, bouncing bullets and UXB's. Frantic 8-way scrolling action. Helicopter Gunships, Jeeps, enemy Tanks, Armoured Cars. And with Missile Launchers, Gun Emplacements, and Snipers, this game has everything!!!

INTERNATIONAL INSTRUCTIONS  
 ISTRUZIONE  
 ANLEITUNG



VARIOUS COMPUTER SCREENSHOTS

NON-STOP ACTION!

COMMODORE 64/128

SUPER TANK



1274

NEW RELEASE



BY AUTHOR OF SAS COMBAT



COMMODORE 64/128

ABSOLUTELY BRILLIANT

You find yourself in the driving seat of NATO's latest and most sophisticated tank. Heavily armed and with tungsten reinforced armour your mission is to fight through 8 deadly battle zones. But a hail of lethal enemy fire rains down on you from every direction! Enemy gun turrets aim their blistering firepower directly at you (genuine artificial intelligence!). On the later battles you will actually find yourself sitting inside the tank with a tank's eye view - zooming your gunsights in on enemy snipers, choppers, jeeps, armoured personnel carriers, and tanks. You search for the exit from each war-zone at the end... only to be thrown headlong into another blistering challenge!!!

8 INCREDIBLE WAR ZONES!

LOADING (C128 USERS SELECT C64 MODE)  
 Type LOAD press RETURN



ALSO AVAILABLE



ALSO AVAILABLE



OUT NOW!

BY THE BESTSELLING OLIVER TWINS

## CONTROLS

Press **1** to **start game**.

|            | Keyboard     | Joystick in Port 2 |
|------------|--------------|--------------------|
| TURN LEFT  | <b>O</b>     | <b>LEFT</b>        |
| TURN RIGHT | <b>P</b>     | <b>RIGHT</b>       |
| FORWARDS   | <b>Q</b>     | <b>UP</b>          |
| REVERSE    | <b>A</b>     | <b>DOWN</b>        |
| FIRE       | <b>SPACE</b> | <b>FIRE BUTTON</b> |

Press **X** to **pause game**.

Press **C=** to **continue after pause**.

Press **RUN/STOP** to **RESTORE** to **quit game**.

## HINTS AND TIPS:

- ★ Collect smart bomb to blast everything around you.
- ★ Get MINE DETECTORS to enable you to pick your way through the lethal mine-fields.
- ★ Pick up shields for ADDITIONAL ARMOUR to make you invincible.
- ★ Search round the whole of the battle area.
- ★ Shoot homing missiles.
- ★ Hold fire button down for larger enemies.
- ★ The cross hair cannot move while you fire.
- ★ Manoeuvre round the battlefield to find the exit from the war-zone at the end.

## COMANDI

Premete il tasto 1 per iniziare la partita.

|                   | Tastiera          | Leva nell'ingresso 2           |
|-------------------|-------------------|--------------------------------|
| SVOLTA A SINISTRA | <b>O</b>          | <b>SINISTRA(LEFT)</b>          |
| SVOLTA A DESTRA   | <b>P</b>          | <b>DESTRA(RIGHT)</b>           |
| AVANTI            | <b>Q</b>          | <b>ALTO(UP)</b>                |
| INDIETRO          | <b>A</b>          | <b>BASSO(DOWN)</b>             |
| FUOCO             | <b>SPAZIATORE</b> | <b>PULSANTE DI FUOCO(FIRE)</b> |

Premete il tasto X per fare una pausa nel corso della partita.

Premete C= per riprendere il gioco dopo una pausa.

Premete RUN/STOP (Corsa/Stop) o RESTORE (Ripresa) per dar termine alla partita.

## CONSIGLI E SUGGERIMENTI

- ★ Impossesatevi della bomba speciale (Smart Bomb) per far saltare in aria tutto ciò che vi circonda.
- ★ Procuratevi i RIVELATORI DI MINE che vi permetteranno di farvi strada senza danni attraverso i micidiali campi minati.
- ★ Rifornitevi di scudi per aggiungere DIFESE alla vostra ARMATURA e divenire in tal modo invincibili.
- ★ Ispezionate l'intero campo di battaglia.
- ★ Fate fuoco sui missili auto-centranti.
- ★ Tenete premuto il tasto FUOCO (FIRE) per eliminare i vostri nemici di più grosse dimensioni.
- ★ Non potete muovere il mirino di tiro mentre sparate.
- ★ Spostatevi all'interno del campo di battaglia per trovare l'uscita dalla zona del combattimento al termine della partita.

## STEUERFUNKTIONEN

Zum **Beginnen des Spiels** auf **1** drücken.

|                 | Tasten           | Steuerknüppel in Port 2 (Joystick) |
|-----------------|------------------|------------------------------------|
| LINKS ABBIEGEN  | <b>O</b>         | <b>LINKS</b>                       |
| RECHTS ABBIEGEN | <b>P</b>         | <b>RECHTS</b>                      |
| VORWÄRTS        | <b>Q</b>         | <b>AUF</b>                         |
| RÜCKWÄRTS       | <b>A</b>         | <b>AB</b>                          |
| FEUER           | <b>LEERTASTE</b> | <b>FEUERKNOPF</b>                  |

Auf **X** drücken, um eine **Spielpause** zu machen.

Auf **C=** drücken, um das Spiel nach der **Pause fortzusetzen**.

Auf **RUN/STOP** oder **RESTORE** drücken, um das Spiel **aufzugeben**.

## NÜTZLICHE HINWEISE:

- ★ Finden Sie die Smartbombe, um Ihre Umgebung in die Luft zu sprengen.
- ★ Beschaffen Sie sich MINENSUCHGERÄTE, um einen Weg durch die tödlichen Minengebiete zu finden.
- ★ Nehmen Sie Schilde als ZUSATZRÜSTUNG an sich, damit Sie unbesiegbar werden.
- ★ Suchen Sie das ganze Kampfgebiet ab.
- ★ Schießen Sie zielsuchende Raketen ab.
- ★ Drücken Sie bei großen Feinden lange auf den Feuerknopf.
- ★ Während dem Schießen kann sich das Kreuzhaar nicht bewegen.
- ★ Manövrieren Sie sich durch das Schlachengebiet, um am Spielende den Ausgang aus dem Kriegsgebiet zu finden.

## HELP LINES

If you can't get any further in any of these games and would like us to give Hints & Tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

### SPECTRUM, AMSTRAD, C64

|                       |              |
|-----------------------|--------------|
| DIZZY                 | 0898 555 093 |
| TREASURE ISLAND DIZZY | 0898 555 091 |
| FANTASY WORLD DIZZY   | 0898 555 078 |
| LITTLE PUFF           | 0898 555 094 |

### ATARI ST AND AMIGA

|                       |              |
|-----------------------|--------------|
| TREASURE ISLAND DIZZY | 0898 555 092 |
| LITTLE PUFF           | 0898 555 095 |

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. (GREAT BRITAIN ONLY)



*Design*  
*Coding*  
*Graphics*  
*Music*  
*Project Director*  
*Production*  
*Illustration*

*Jason Falcus*  
*Shaun Smith*  
*Adrian Ludley*  
*Steve Barrett*  
*Tim Miller*  
*Stewart Regan*  
*Gavin Macleod*

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