

## TANK ATTACK

### Instructions

Loading: Type LOAD " " .  
When the message "Select Scenario" appears STOP THE TAPE. Press 1 to Play "The Escort" or Press 2 and start the tape to Load & Play "The Assault".

**Victory Conditions**  
You have 17 moves to achieve victory. The move counter is displayed at the bottom of the screen. If both sides have Tanks or Trucks remaining after 17 moves the computer will declare the winner based on the number of tanks destroyed and the number of trucks that exit the map.

**Control Keys:**  
The player controls each one of his tanks and trucks in turn.

Rotate tank clockwise P  
Rotate tank anti-clockwise Keyboard Kempston Joystick right  
Move tank forward 1 left  
Fire 0 up  
Next tank/truck SPACE button  
End of Move E down  
View Map V  
Abort Game SHIFT+F

**Action Points**  
Each tank has a number of action points for each move depending on its type.  
Movement on clear ground 3 points  
Movement on rough ground 5 points  
Fire 9 points  
Each rotation 1 point.

**Ammunition/Armour**  
Each Tank has a limited number of shells and a certain level of armour protection depending on its type. Each direct hit will damage the armour protection. The level of damage depends on the fire power of the attacking tank, the accuracy of the shot, and the armour protection of the tank under attack.

## SOLAR FIRE

### Instructions

Loading: Type LOAD " " .  
There are 5 maps which are loaded in sequence.  
Each Map must be loaded separately.  
STOP THE TAPE when the message "(E) load expansion (C) current scenario" appears.

Press C for Map 1  
Press E and start the tape to Load Map 2  
Loading Maps 3, 4 and 5.

**STOP THE TAPE WHEN MAP 2 has loaded.**  
Select an incident and skill level and then Press P to move the icon control over the icon marked X. Then Press M. Now Press E and start the tape to Load Map 3. Continue this process to load Maps 4 and 5.

**Your mission**  
The Imperial Legion are the elite force of Central Command and you control 6 Legionnaires in their mission to regain control of the Security Zones which have fallen into enemy hands.

The Imperial Legion consists of robots as well as humans, and every human Legionnaire is assigned a warrior robot that is programmed to protect its human master.

**Screen Layout**  
The top right window shows the Imperial Legionnaires.  
The 3 small windows to the left show the movement points (white), stamina (blue) and skill (yellow).

The bottom right window shows the items carried by the Legionnaire when selected. This window is also used to show the points, stamina and skill of the aliens.

The player controls his Legionnaires through a KEMPSTON joystick or the keyboard.  
(Q) up, (A) down, (O) left, (P) right, (M) fire, (E) cancel fire.

Press O or P to move the icon control over the selected icon.  
1st icon End of your move.  
2nd icon Select next Legionnaire.  
3rd icon Access portable radar. Enemy aliens are static squares. Legionnaires are flashing squares.

The Legionnaire under control is a solid flashing square. Press M to exit.

5th icon Move Legionnaire under control. Press M to exit.  
6th, 7th, 8th and 9th icons Select weapon required. The bottom right hand window will clear to the fire mode. Press O or P to direct the angle of fire and then press M to shoot. You can only enter this mode if your Legionnaire has the weapon selected and enough points available to operate it. Press E or press joystick down to cancel fire mode.  
10th icon Buffer icon only.  
11th icon Quit game.

If any character moves adjacent to an enemy his movement points will drop to zero and he will be unable to shoot.

**Victory Conditions**  
One side wins when the enemy has been eliminated. Victory points are awarded for the skill level selected and the strength of the enemy.

**Legionnaires**

	Human	Robot
L. THRAL	no	IRIS
H. DRACO	yes	DALLA
A. YOLK	no	BORA

**L/S Pistol Rifle Rptr Atomizer A.G.U. P Pack**

	yes	no	no	no
L. THRAL	yes	no	no	no
IRIS	no	no	yes	yes
H. DRACO	no	yes	no	no
DALLA	no	yes	no	yes
A. YOLK	no	no	yes	no
BORA	yes	no	no	yes

L/S = laser sword - A.G.U. = Antigravity Unit (allows extra movement pts) - RPTR = Repeater - P. Pack = Power-pack (offers extra life support).

**Alien Forces**

	laser	energy	laser	laser	plaser
WAR/BOT	no	no	no	no	no
SECURITY GRD	yes	no	no	no	no
TECHNICIAN	no	yes	no	no	yes
SEC. OFFICER	no	no	no	no	yes
TECH. OFFICER	no	no	yes	no	no

## WEAPONS DATA

	long range	close combat	to shoot	range
L. SWORD	0	20	n/a	0
L. CUTTER	0	20	n/a	0
E. SWORD	0	16	n/a	0
L. KNIFE	0	10	n/a	0
PISTOL	15	0	6	med
RIFLE	15	0	10	long
REPEATER	11	0	7	med/long
ATOMIZER	35	0	12	long

LAZER GUN 14/15 0 8/11 long  
PHASER 12 0 6 med/long

Movement points range from 1 for travel over open ground to 4 for movement over craters.  
Machines, Computers, Shuttles, Spaceships, Tanks, Rockets, Walls, Launches and Cannon all provide long range cover.

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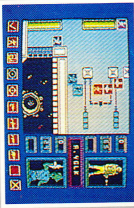
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# ACTION DOUBLE



## SOLAR FIRE

Take Command of the Imperial Legionnaires in the Intergalactic Space Wars against evil alien forces...



SPECTRUM SCREEN SHOTS

## TANK ASSAULT

You are a Tank Commander leading your armoured division into battle against a powerful enemy attack...



SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48/128K-SPECTRUM 48

# ACTION DOUBLE



# ACTION DOUBLE

## SOLAR FIRE

## TANK ASSAULT



7 SCROLLING GAME MAPS

2 GAMES

## SOLAR FIRE

5 Skill Levels

Central Command of the Supreme Council have ordered an elite force of Imperial Legionnaires to transport to 5 High Security Zones to eliminate hostile alien forces.

The 5 Security Zones are:

- Map 1: The Asteroid Base
- Map 2: The Rocket Site
- Map 3: The Shuttle
- Map 4: The Red Planet
- Map 5: The Outpost

Each Security Zone has 3 different starting positions - 15 battle scenarios.

Can you defeat the evil alien forces? The Imperial Legionnaires await your orders.

## TANK ASSAULT

3 Skill Levels

As Tank Commander you must lead your armoured division of Tanks and Tank Destroyers against enemy tanks in 2 exciting battle scenarios.

Map 1: Convoy Escort

Your mission: To escort a convoy of trucks loaded with vital equipment to your front line troops. Enemy tanks have located your position and are ordered to intercept and destroy the trucks.

Map 2: The Assault

A division of enemy tanks have been sighted near an important strategic town. You have been ordered to attack and destroy the enemy.