

amigaguide

COLLABORATORS

	<i>TITLE :</i> amigaguide		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 14, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	amigaguide	1
1.1	main	1
1.2	contents	1
1.3	TANX SQUADRON Game Background	2
1.4	Game Requirements	3
1.5	Installing the Game	3
1.6	SETTING UP A NEW GAME.	4
1.7	TANX Member Attributes	6
1.8	BASIC CONTROL	7
1.9	WEAPONS	8
1.10	enemies	10
1.11	equip	10
1.12	briefing	11
1.13	guide	12
1.14	hints	13
1.15	tech	14
1.16	address	15

Chapter 1

amigaguide

1.1 main

TANX SQUADRON

Copyright Parallel Realities 1999

All Rights Reserved

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 contained within the Archive may NOT be included as part of a Commercial 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?

Installation How do I Install it?

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.

Enemies Who and What you will face.

Equipping The Squadron Buying, Selling and Repairing.

Mission Briefings Pre-Battle Information.

Quick Key + Game Guide Quick Start Info

Hints and Tips Tacticals Hints.

Other Information

About the Game Background Information.

Contact Info Contact Info.

1.3 TANX SQUADRON Game Background

TANX SQUADRON

Copyright (c) Parallel Realities 1999.

All Rights Reserved.

TANX SQUADRON is a turn based strategy game based around LASER SQUAD and UFO. In TANX you must manage and direct a group of 10 military vehicles and use them and the weapons available to you to destroy an Alien threat which is currently attacking the Earth. Your units will be affected by individual 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 weaponry and the beings themselves were heavily based around organic technology, chemical weaponry 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 losing battle. However, a group of high spirited individuals were not about to see their planet over run by the invaders. Taking weaponry 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

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 available for you.

START NEW GAME

LOAD GAME

CONTINUE GAME*

VIEW CURRENT STATUS*

EXIT TO SYSTEM

* - Only available 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 avabile 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 available. 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 well 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 explanatory, 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

Exits the Game back to Workbench, or wherever you ran it from. Exit is immediate without prompting.

1.7 TANX Member Attributes

Team Member Attributes

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 available 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 position 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 crosshair 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 burning 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 VEHICLES**. 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 vehicles 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 readiness. 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 precedes 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 vehicles. 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 flammable 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.

(5) - PLASMA - A highpowered bolt that inflicts massive damage on the target. Like the LASER it is quite expensive to produce.

(6) - FREEZE CANNON - This weapon does not actually inflict any damage, but instead freezes a target. When the target is frozen it cannot move for 1 turn and weaker aliens can also be killed in one shot when they are frozen. Note that this allies to you as well!!

(7) - CONCUSSION MISSILE - A large and very powerful weapon that causes major damage to intended target (should it hit!). It also causes fires to erupt on flammable materials in the region. In addition to this (yes there's more!), it causes confusion to aliens within a certain range, making them either attack anyone, each others or carry on as normal. TANX members in the area will have their fear increased by 10 points because of this.

(8) - NEUTRON CANNON - Whilst it looks like a normal plasma shot, Neutron Bombs completely destroy an area. Most aliens will be killed outright by this weapon and so will any TANX units in the area. Shielding does not provide that much extra cover as heavy damage will still be taken and the shields will be destroyed.

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 asset 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

Equipping 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 weaponry, 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

- INFACT IT'S NOT WORKING IN THE FULL VERSION EITHER (SORRY!)

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 / IDENTIFY 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 Available 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
- Saves your Sound and Music Setup.
- 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 your Mission Objectives

DEL - Displays the status of TANX Members.

ENTER - Displays the Area Map.

1 => 4 - Select Weapon

- 0 with Shells/Rockets, NAPALM versions.

1.14 hints

Gameplay HINTS and TIPS

- 1) Remember that a wounded alien is just as deadly as one with full energy.
 - 2) Don't waste heavy weapons on weak aliens or inanimate objects,
-

unless you have to!!

3) When fighting the Cyberwolves, don't mess around! They are very intelligent and will take you apart very very quickly. Use your most powerful weapons to drive them away. NOTE - Early in the game it is not possible to kill the Wolves. They will simply escape when seriously threatened.

4) BUY SHIELDS!!

5) The Devestator is a very powerful vehicle, use it for heavy duty battles against powerful aliens since it is much more likely to survive then anything else.

6) Missions that are classed as Optional, may be a blessing, but it is quite likely there is something very useful there.

1.15 tech

TANX SQUADRON TECHY BIT and FAQ

Game Facts

Initiated - Summer 1998

Finished - Spring 1999

Size of Data - 2MB

Programmed in Blitz Basic 2.

Lines of Code - 3500+

Frequently Asked Questions

What happened to the faces you were going to use?

When they were reduced in resolution they looked very bad, and I did not have the patience to redraw them myself.

What did you use for the rendered images?

They were rendered in Imagine 4.0 and then altered in PPaint 6.

Who wrote all the music for the game?

Like most other Parallel Realities games, we took the music from Aminet. Various artists were used, including Bjorn Lynne of Team 17. As this game is Freeware and they also chose not to charge for their music it was perfect for us. It is highly recommended you search Aminet and Magazine CDs for music if you want to develop a game.

Can I have the Source Code?

Yes, it will be released early 2000. But will remain uncommented!

1.16 address

About the Author

Parallel Realites Freeware Amiga Games

http://members.xoom.com/The_Scarf/

the_scarf@geocities.com (Subject line - Parallel Realities)

Stephen "The Scarf" Sweeney

29 Gableson Ave.

Brighton

East Sussex

BN1 5FG

ENGLAND

<http://www.geocities.com/Area51/Zone/4385/>

the_scarf@geocities.com

Other Games by Parallel Realities

BOTSS - 2MB RAM, AMOS Pro Required to play.

BOTSS 2 - 2MB RAM, AMOS Pro Required to play.

BOTSS 3 - 2MB RAM, 4MB HD, 030 Recommended

The source code for each of the games is available.