

TACSCANTM

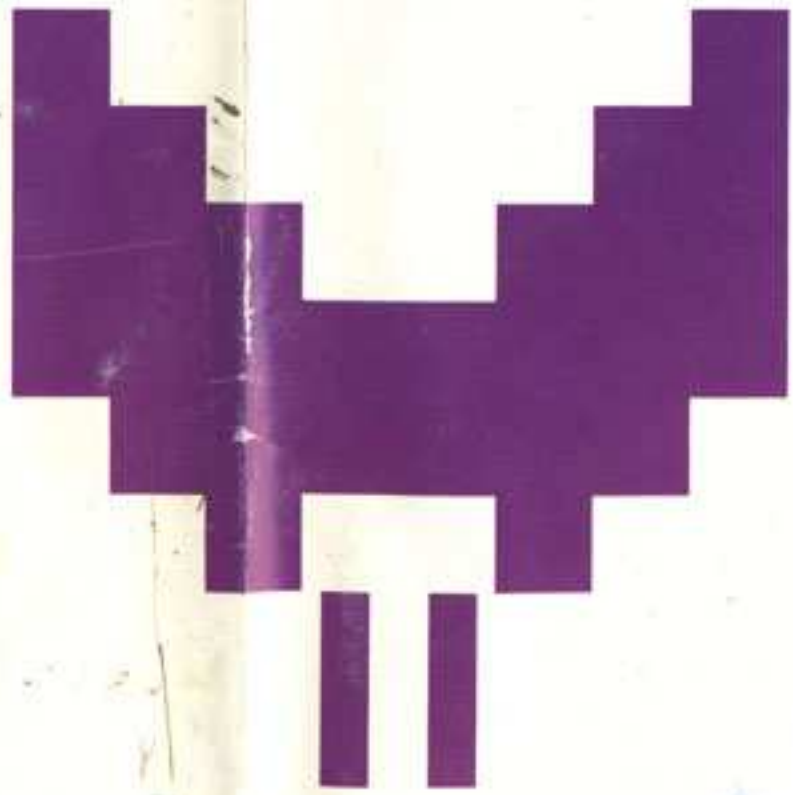
**GAME PLAY
INSTRUCTIONS
AND
POSTER**





TACSCAN™

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RESERVE SHIPS

You begin TAC-SCAN with no reserve ships. Every time you complete a round by shooting 10 enemies, you are awarded a reserve ship. These reserve ships are stored off-screen for deployment during the docking maneuver. When you complete a round with empty ships in your formation, the score at the bottom of the screen is replaced with a two digit number showing how many reserve ships you have.

GAME DIFFICULTY

When you complete four rounds, TAC-SCAN automatically advances to the next difficulty level. You'll know when this happens. The

screen colors change, and a special sound is heard. Now the action picks up, and you have the chance of scoring even higher points.

TAC-SCAN has 15 "theoretical" levels of difficulty. We say theoretical because the highest anyone at SEGA has managed is level 7.

END OF GAME

When your flying squadron loses the last ship, the game is over. This happens whether or not you have ships in reserve. At the end of the game, the highest round you achieved is shown on the screen, as well as your final score. To start another game, simply press the FIRE button.

SEGA[®]

THE ARCADE EXPERTS.

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SCORING

POINT VALUES	Enemy Ship	End of Round	Hit 3	Hit 4
		<u>BONUS</u>	<u>BONUS</u>	<u>BONUS</u>
Level 1	100	1,000	10,000	20,000
Level 2	200	2,000	10,000	20,000
Level 3	300	5,000	10,000	20,000
Level 4	400	20,000	10,000	20,000
Level 5 and up	100 times level #	20,000	10,000	20,000

A mysterious enemy ship which shimmers in color appears at various times during a TAC-SCAN game. Hitting it awards an additional 500 points.

Bonus points are awarded for completing a round, for hitting three enemy ships with one salvo, and for hitting four enemy ships with one salvo.

STRATEGIC TIPS

- 1.** Be patient and let enemies go by when you are in a vulnerable position. There is no penalty for enemies not shot.
- 2.** For high scores, concentrate on lining up three and four (rare) enemies for the 10,000 and 20,000 point bonus. This is fairly easy to do in the early rounds.
- 3.** In the early rounds, purposely avoid docking the reserve ships so that they are added to your off-screen inventory. You'll need them in the later rounds!
- 4.** Experiment with different squadron formations. Some are easier than others to avoid enemy fire.
- 5.** Always hit the shimmering enemy ship for extra points.



quadron alert!
Squadron alert!
This is not a
drill. Enemy airships are
approaching your com-
mand base. All that stands
between you and annihila-
tion is your five ship
squadron.



USING YOUR CONTROLLERS

Plug the game paddle into the RIGHT connector at the rear of your game console. TAC-SCAN uses the RIGHT connector. So if you already have a joystick plugged into the left connector, you can leave it alone.

TAC-SCAN is started by pressing the FIRE button of the correct game paddle controller. Unfortunately, we can't tell you WHICH control this is, since they are not marked. Try them both—you'll know when you have the correct one when the game starts.

Use the rotary control to steer the squadron. Every time you press the FIRE button, a missile salvo is unleashed by your squadron ships. Each ship fires one missile, so the more ships you have in your formation, the more firepower you have.



Wipe out 10 enemy ships and you can bring in any needed replacements. If you don't need them, leave them in the reserve fleet for later use.

Complete four rounds and advance to the next level. Now the action gets hot and heavy.

HOW TO PLAY

OPTIONS

Push in the TAC-SCAN cartridge and go! No option switches to fool with. The only console switch which has any effect is RESET, which terminates a game in progress.

ENEMY APPROACH

You command a squadron of five ships, shown at the bottom of the screen. Watch out for the approaching enemy ships! They fire deadly laser bolts, which can wipe out ships



in your squadron formation. As your skill level improves, you will be able to hit these enemy ships and then dodge their deadly laser bolts.

DOCKING

Every time you hit 10 enemy ships, you end a round (signalled by a distinctive sound). At this point, if



you have any ships missing in your squadron, you are given the opportunity to dock new ships into fighting formation. These ships slowly descend one at a time, and you must steer them into the "docking platforms" shown in the vacant ship positions. Anytime you miss (or avoid) docking a ship, it floats past your squadron, and the next round begins. Any ship which is not docked is put back into the reserve fleet—you do not lose it.

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