TANK WAR

Tank War is a two-player computer game using two Cromemco JS-1 joystick consoles and the Cromemco Dazzler TV interface. The Tank War program itself requires 3K bytes of memory (beginning at location zero in memory space). An additional 3K bytes of RAM memory (from 3K to 6K in memory space) are required for picture storage and stack area.

The game begins with the words "TANK WAR" boldly displayed in color on the TV screen. To start playing, depress button 4 on both joystick consoles. Each player can then control his tank using his joystick. Missiles can be fired from the tank by depressing button 1 on the joystick console. Two points are scored when the opponent's tank is successfully hit by a missile. The opponent gains a point if a mine is contacted in the mine field. Score is kept automatically for each player in the upper corners of the playing screen.

The game continues until one of the players wins by reaching the score of 90. To start the game again depress buttons 2 and 3 on both joystick consoles.

TRACK

TRACK is a full-color TV game designed to be used with the Cromemco TV DAZZLER interface. Track is a game of skill and coordination. The object is to manipulate a cursor, under joystick control, through a spiral path toward the center goal. If, however, the player contacts the sides of the spiral in the process, the game is over and must start again.

TRACK begins with a white spiral track displayed on a bright green background. A joystick (Cromemco model JS-1) is used to control the yellow cursor on this track. Towards the center of the spiral the track narrows, requiring increasingly precise control of the cursor to avoid contacting the sides of the spiral. If the side of the spiral is hit, an alarm (in the JS-1 console) sounds, and the point of contact is turned bright red.