

FOR THE ATARI 2600

THUNDER- TANK



INSTRUCTION
MANUAL

WHY YOU'RE HERE!

Somewhere in the future...

Your space cruiser has crashed on what you discover is the little-known planet called Grom. The ship is unrepairable and you're the only survivor. However, one single tank stored in the ship's cargo remains undamaged. Quickly you discover the planet is under the control of ruthless mutants who have recently conquered this world and enslaved her inhabitants. Do you have what it takes to free the people?

With your weaponized Thunder-Tank, go to battle against waves of mutant military machines. If you and your Thunder-Tank can make it through, you'll come face-to-face with the final enemy who wants nothing more than to spill your blood for attempting to play the hero.

Do you have what it takes to be this planet's new hero? We shall see, but at least you know, you do have... THUNDER-TANK!

GAMEPLAY

Destroy enemies to clear the level. You begin your mission with 1 active life and 3 extra lives in reserve. You can also defend yourself by shooting down incoming enemy missiles. To advance, you must eliminate a specific number of enemies, but along the way, you will face powerful threats. Defeating the Mini-Boss requires 5 hits and rewards you with an extra life. Finally, you must face the ultimate Final Boss, which takes 7 hits plus 1 final hit to completely destroy its remaining fragment.

GAME CONTROLS

Joystick Left/Right: Move horizontally.

Joystick Up/Down: Move vertically.

Fire Button: Start game / Fire laser.

Reset Switch: Restart game.

Difficulty Switches: Set level quota. Switch B: Destroy 15 enemies. Switch A: Destroy 20 enemies to clear the level.

ENEMIES AND SCORING



Battle-Ax
50 pts



Headway
100 pts



Tracker
150 pts



Libelle
200 pts



Vrag-ray
250 pts



Ground Beetle
300 pts



Spur
350pts

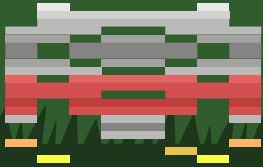


Babydoll
400pts

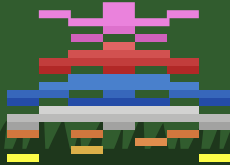


Orao-ray
450pts

BOSSSES



Manta
250pts - per hit



Vulture
450pts - per hit



Muther
450pts

BONUS: 1000 pts for clearing a level without losing a life, and 1000 pts for destroying any Boss.

CREDITS

Programming: **Mirsad Sarajlic**

Concept & Testing: **Andy & Jen Schmidt (AJMcLovin)**

www.kiki2600.com

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