

Tank Combat can be fun

Game: **Tanks 3000**
 Format: **Commodore 64**
 Release date: **TBA**
 Price: **£TBA**

Developer: **Protovision**
 Web link: **www.protovision-online.de**
 Reviewed by: **Mike**

Other quotes from the 'Iron lady'

If you really want to get in the mood for a battle, here's some more wise words of wisdom from Margaret Thatcher for you to mull over...

"A world without nuclear weapons would be less stable and more dangerous for all of us"

"Europe was created by history. America was created by philosophy"

"I always cheer up immensely if an attack is particularly wounding because I think, well, if they attack one personally, it means they have not a single political argument left"

"It pays to know the enemy - not least because at some time you may have the opportunity to turn him into a friend"

In the beginning, there was the Atari 2600 classic Combat. In which, two tanks would prepare for battle, the task being to out-manoeuvre the on-screen foe and send a fatal projectile to obliterate him (or her) to its death. This was one of the earliest games released for the aforementioned technology, and like so



Thatcher greets you with "You may have to fight a battle more than once to win". After a short interlude, an options menu appears, and through this one may alter and tweak virtually everything within the game, from number of mines per level to the control method of the missiles. Once all options are set (and all players happy), battle may commence.

Tanks has been designed with four people in mind, but how so? With a four-player adapter, that's how. Plug this nifty device (also available from Protovision) into the user port on any C64 or 128 and four simultaneous players may battle it out. But

landmines strewn around that should be avoided, and items to collect which will either boost your arsenal or affect the opponents play in some way. It can be a race to collect the power-up on screen at first, though obliterating the opposition is more important and fun. The last surviving tank on-screen is the winner, and the scores are updated showing the number of victories for each player. And so on to the next battle, until all players decide to end the game.

Tanks plays very well, with great accompanying music and compulsive game-play (suited ideally for four players). What lets it down slightly is in its graphics. Though the back-drops are very good, it

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many other titles for the 2600, the competitive spirit of the game (allowing two players) compelled many and made it an instant and revered classic.

Tanks 3000 pays homage to this great game, but adding further elements over the basic concept. To set the tone of play, a quote from the old battle-axe Margaret

it's important to point out that there is no artificial intelligence programmed into the game, so the minimum number of people required to play Tanks is two.

The game consists of 10 well-designed battlefields (and one hidden 'Easter egg'), each with its own attributes that can either help or hinder the play. Within these are

can take a couple of games to see the land-mines and power-ups, and the main sprites are a little on the small side. Otherwise, it's a recommended and welcomed addition to Protovision's four-player range.

OVERALL: 78%

