

# **ROBOT TANK**

## **INSTRUCTIONS**

Greetings. As you well know, sophisticated enemy Robot Tanks are quickly advancing cross country, firing at will and stopping at nothing. You must command your own Robot Tanks to stop their charge of chaos. Avoid being hit by enemy fire, or your Robot Tanks may be destroyed. The rebels are currently headed towards downtown Santa Clara. Only you can stop them.

Good luck!

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in the game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1—3.
4. Plug Joystick into left controller port only. This is a solo mission.
5. The game select switch and difficulty switches are not used.
6. **Use of Joystick Controller.**
  - Hold Joystick Controller with the red fire button in the upper left position.
  - Move Joystick left to maneuver and/or aim your Robot Tank left.
  - Move Joystick right to maneuver and/or aim your Robot Tank right.
  - Push Joystick forward to roll your Robot Tank forward.
  - Pull Joystick back to retreat.
  - Press the red fire button to shoot your Robot Tank cannon at rampaging enemy Robot Tanks. Hold button down for continuous fire.
7. **To begin play.** Press game reset switch.
8. **Scoring.** A small tank appears at the top of your screen for each enemy Robot Tank you destroy. A square with the number 12 appears at the top of your screen each time a squadron of twelve enemy Robot Tanks are destroyed.
9. **Reinforcements.** You begin with one active Robot Tank and three reserves. Reserve Robot Tanks begin operation in perfect condition. You earn one bonus Robot Tank for every enemy squadron destroyed. The maximum number of bonus Robot Tanks allowed at any one time is 12.
10. **End of Game.** You may lose your Robot Tank when it is hit by enemy rocket fire. Your video scrambles with static interference when this happens. Some hits may only damage your tank. (See "Damage Sensors" in "Special Features"). Game ends when all of your Robot Tanks are destroyed or all 12 enemy squadrons are destroyed.

## SPECIAL FEATURES OF ROBOT TANK

**Your Electronic Eye.** Your Robot Tank's electronic eye lets you view the battlefield from a remote control station. Perspectives are real. The size of enemy Robot Tanks and their fire increase on your remote screen as they get dangerously close.

**Twenty-four hours a day.** From the first glimmer of sunrise, beyond the grey dusk and into darkened night, the enemy attacks relentlessly. For you, sleep becomes a distant memory. The military clock counts the hours and days and can be used as a tool for strategy. How long can you go on?

**Weather Alert.** Fog, rain and snow are reported to you through pre-dawn computer updates. In the snow, your tank will slip and slide. Rain significantly impedes your tank's mobility. In blanketing fog, enemy Robot Tanks are only visible when they are right in front of you. So, take advantage of bright sunshine while it lasts.

**Radar Scan.** The circular radar scan at the bottom of your screen is your window on the entire battlefield. Your tank is at the center of the scan, and the moving dot describes location, distance and directional movement of the enemy Robot Tank. Enemy tanks only fire rockets when they are in front of your tank. Your tank is safe when the enemy tank is behind you — when the moving dot is below the center of the scan.

**Damage Sensors.** Video, cannons, radar and treads can be damaged by an enemy hit. Sensors report the damage by flashing on your control panel:

- V:** — Video, your view on the battlefield, blacks out periodically.
- C:** — Cannons will never go completely out, but when damaged, don't count on them firing all the time.
- R:** — Radar scan inoperative. You must depend on your video to fix enemy position.
- T:** — Treads damaged. Mobility is brought to a crawl. Movement is almost entirely frozen in the snow.

Be forewarned! **Damaged tanks can NEVER be repaired.**

**Guiding your cannon fire.** Your tank's cannon fire is continuously targetable while it's in-flight. It will follow the direction of your cross hairs. Also, enemy rocket fire can be prematurely detonated by intercepting it with your own cannon fire. Destroying an enemy Robot Tank automatically explodes its in-flight rockets.

## GETTING A READING ON YOUR ROBOT TANK

To successfully stop the rampage of enemy Robot Tanks, you must first become completely at ease with your own machine. There will be enough tension in the throes of battle.

Start out by practicing simple maneuvers. Roll your tank in all directions — forward, back, left and right. Pay strict attention to your tank's speed. It is important to know how quickly it can advance on enemy Robot Tanks or retreat from them.

Dodging enemy fire is a vital defensive move. Find out how close you can get to an enemy Robot Tank and still have time to avoid on-coming rocket fire.

The radar scanner is a very important monitoring device. It is the only consistent way to know where the enemy is located at night or in unforgiving fog. Practice using the scanner by firing your cannon when an enemy tank is directly above the center. It's the only time you can make a hit.

## **SPOTTING NEEDLES IN A HAYSTACK — 5000 MILES AWAY**

The United States has the most complex, exact and efficient defense surveillance system of any country on earth. This is due, in part, to an elaborate use of computers.

Deep inside hollowed-out Cheyenne Mountain, directly west of Colorado Springs, Colorado, is an expansive bank of computers and security surveillance screens. These computers receive information from strategically positioned radar stations located all over the earth. The name of this Defense Command Center is NORAD, which stands for North American Air Defense Command.

NORAD's high-powered radar antennas continually scan the skies to detect all aerial movement and transmit relevant data to the computer center in Colorado. Many of the antennas have a 3000 mile scanning range capability, and some of the biggest antennas can detect an object as small as a bouncing basketball 5000 miles away, just about the distance from New York to Honolulu.

The computers evaluate the data to determine the size, shape, direction and speed of the moving objects. The data transmitted by the antennas is so detailed that the computers can even describe such physical features as what material the moving object is made of.

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