



TANK



Model 73009
1 Players / Ages 8 and up
INSTRUCTION MANUAL
P/N 82371310 Rev.A

OBJECTIVE

There are a total of 10 missions to complete to win the battle. Destroy all enemy tanks on a mission (completing the mission 100%) to move on to the next mission. More and faster enemy tanks, and an increasing number of hidden mines will be encountered as you progress through the higher levels.

You can move around the endless desert battlefield or stay where you are for a while and let the enemy find you. Hidden mines can make traveling across the desert a little tricky, but if your tank is moving, it will be more difficult for the enemy missiles to hit. Also, you will be able to pick up additional ammunition as you manoeuvre around the battlefield.

Friendly armour-replenishing tanks (represented by a "+" symbol) will be seen randomly around the battlefield. Try not to shoot them! They can extend your life!

STARTING A NEW GAME

Press the button labeled **ON/FIRE** to wake the unit. Press **NEW GAME**. The unit goes into sleep mode if the game has not been played for 2 minutes.

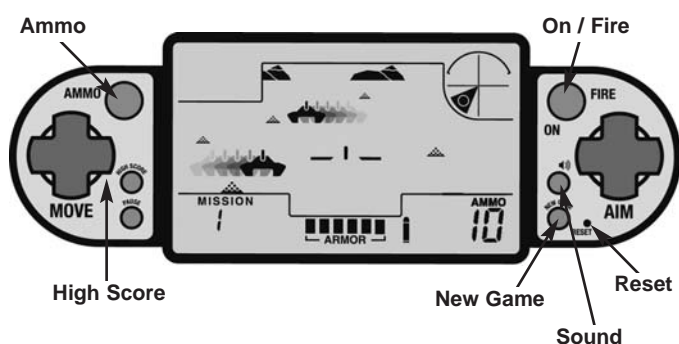
ENEMY ENCOUNTERS

The main battlefield action will be shown on the large centre section of the LCD. The overhead radar is shown in the upper right corner. The forward view of the battlefield is *always* in sync with the forward view on the radar screen.

If a dot appears on the radar screen, you have another tank in your immediate vicinity. If the dot is flashing, it is a friendly tank; if it is not flashing, it is an enemy tank.

Here, the radar screen in the top-right corner shows a tank has approached on our back-left side. Since the dot is not flashing, we can tell it is the enemy. The flashing "INCOMING" and flying-missile symbol indicate that our high-tech defense system has detected a missile fired at us!

Game Buttons:



HIGH SCORE

Press to see the highest score achieved on this unit (since the batteries were installed or the game reset). In the lower left corner, by the word "BEST" you will see the mission level, followed by the % completed at that level.

MOVE

Press the top of the button to move forward, the bottom for reverse, and sides to turn left or right.

AMMO

- Press to change the type of ammo you currently have selected. The type of ammo currently selected will be blinking.
- Hold down to scan for hidden mines.

NEW GAME

Press to begin a new game. The game will start at the mission level which was last played, with 0% complete. Hold this button down for 4 seconds to restart the game at Mission #1.

PAUSE

Press to pause the game at the current stage. You will see the word "PAUSE" in the upper right corner. Press again to return to the battle.

AIM

Press to move your targeting (crosshairs) around the screen.

FIRE

Press to fire your ammo. The type of ammo which is blinking is the ammo currently selected.

RESET

Restarts the computer.

IDENTIFYING THE OTHER TANK

You can use the **MOVE** button to turn and face an approaching tank. In this example, the dot on the radar screen has moved into the upper half of the circle, and a tank has appeared in the main view. Use the **AIM** button to position your crosshairs on top of the enemy tank. Since the enemy tanks are sometimes moving, it may be tricky to keep your targeting system locked on.

The type of tank you have locked onto is shown in the upper left corner of the screen.

Enemy tanks consist of the small IFV's (Infantry Fighting Vehicles) and the large MBT's (Main Battle Tanks).

Shoot at the tank by pressing **ON/FIRE**.

The larger Main Battle Tank will require more fire-power to blow up because its armour is much thicker.



Main Battle Tank



Infantry Fighting Vehicle

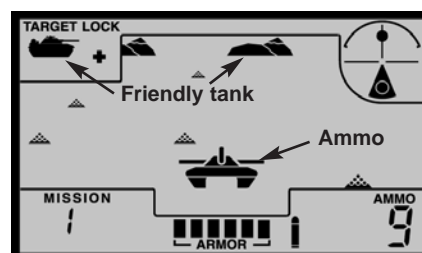
FRIENDLY TANKS

Around the desert, friendly tanks of both sizes can be found. These tanks are similar to ambulances and can repair your injured tank. A "+" symbol will appear when you lock onto the tank with your targeting system. Do not shoot At THIS TANK! Instead, manoeuvre your tank until this tank is immediately in front of you to increase your armour.

AMMO

You are given 10 rounds of HEP ammo at the start of the game. You can always see the amount of ammo you have by looking at the digital readout in the lower-right corner.

Whenever you run over a blinking ammo pile, your ammo supply will expand. These piles may include HEP (High Explosive Plastic), APDS (Armour Piercing Disposable Shell) or TOW missiles.





HEP Round

- 1 hit destroys small tanks.
- 3 hits destroy big tanks.
- It doesn't always hit the target.



APDS Round

- 1 hit destroys small or big tanks.
- It doesn't always hit the target.



TOW Round

- 1 hit destroys small or big tanks.
- It always hits the target.
- Not available until Mission 5.



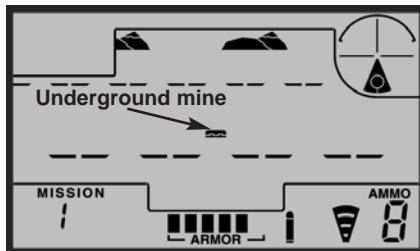
Ammo Pile

Press the **AMMO** button to toggle through the types of ammo you have available. The symbol for the type of ammo shows next to the Ammo count in the lower right corner of the screen. The TOW missile will not be available until about Mission #5.

The **AMMO** button also activates your mine sweep as you will see in this next section.

MINES

If you run over a mine, you will see an explosion and damage your armour. To avoid running over mines, hold the **AMMO** button down for 2 seconds. This will activate your mine sweep and send out radar waves which will show the position of any mines which may be in front of you. The mine will be shown for a second and disappear. Make sure you avoid running over that spot! If you run over a mine, you will see the mine flash during the explosion. The hidden mines will increase in quantity as you get into later missions. Be careful!



RESTARTING THE GAME

If your tank has run out of armour and has been destroyed, "GAME OVER" will be flashing in the upper part of the LCD. There are 2 ways you can restart:

1. Press **NEW GAME** to begin again on the mission level you last played and with 0% of the mission complete.
2. Hold **NEW GAME** down for 4 seconds to start the game over at the beginning of Mission #1.

REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend the life of the batteries. This game is powered by two (2) AA (LR6) size batteries. Install the batteries as follows:

1. Remove the screw on the battery compartment door. Slide the battery cover out. Remove the old batteries.
2. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic.
3. Replace the battery compartment door. Do not over tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- As with all small objects, the batteries used with this product should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the product and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE:

- Handle this product carefully.
- Store this product away from dusty or dirty areas.
- Keep this product away from moisture or extreme temperature.
- Do not disassemble this product. If a problem occurs, press the **RESET** button, or remove and replace the batteries to reset the computer or try new batteries. If problems persist, consult the Warranty information located at the end of this Instruction Manual.

- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from this product.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

PRODUCT WARRANTY

(This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 3 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 3 months, please telephone the UK Technical Support team:
Tel. **0906 213 0001** (call cost 25p a minute).

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

YOUR STATUTORY RIGHTS ARE NOT EFFECTED.

RADICA HELPLINE : 0906 213 0001

Calls are charged at 25p per minute and will show up on your standard telephone bill. Helpline hours are 8am -11pm 7 days a week.

Distributed by:

RADICA U.K. Ltd.

The Old Stables, Munns Farm,
Cole Green, Hertfordshire,
SG14 2NL, England

www.RadicaUK.com

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