

TANK BATTLE™ INSTRUCTIONS

FOR 2 PLAYERS

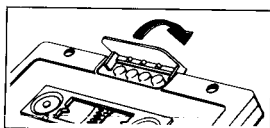
CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

OBJECT:

Shoot at your opponent's tank until you blow it up.

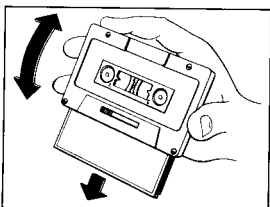
SET-UP:



1
Figure

1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back, as shown. Shake the pieces out. Slide the cover forward to close.



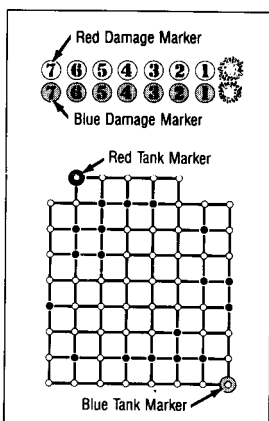
2
Figure

2. OPENING THE GAMEBOARD:

Flip the gameboard out with a few quick shakes, as shown in Figure 2.

3. SETTING UP THE PIECES:

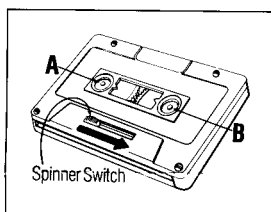
Choose two of the same color playing pieces. Your opponent does the same.



3
Figure

TANK MARKERS: You and your opponent each place one of your playing pieces on its matching color circle on the desert. See Figure 3. These markers represent the movements of your tanks on the gameboard.

DAMAGE MARKERS: Place the remaining pieces on their matching color circles showing the number 7. See Figure 3. Markers on this *damage chart* indicate how much damage the tanks have received during the game.



4
Figure

4. SPINNING THE DUAL SPINNER:

Each player slides the spinner switch over as far as it will go and releases it. See Figure 4. Whoever spins the higher number on Spinner B goes first.

NOTE: Whenever a spinner arrow points to a line, spin again.

GAME PLAY:

ON YOUR TURN: Spin the spinner. Spinner A indicates the distance your tank marker must move. Spinner B indicates how far you can fire.

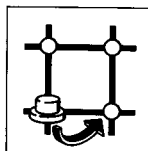
You also have the choice of moving your tank first and then firing, or firing first and then moving. Once you move and fire (if possible), your turn is over.

TANK MOVEMENT RULES:

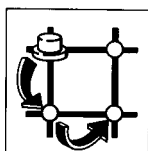
Spinning a Number: If Spinner A points to a number, move your tank marker the number of dots on the gameboard indicated on the spinner. You must move the full count of your spin.

- You can move left, right, up, or down from yellow dot to yellow dot along the black lines. However, you *cannot* move diagonally.
- You *cannot* move onto or across any of the orange canyon dots.
- You *cannot* move back and forth onto the same dots on the same turn.
- You *cannot* jump over or land on the same dot occupied by your opponent's tank.

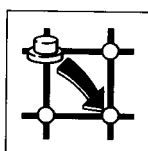
MOVEMENT EXAMPLES:



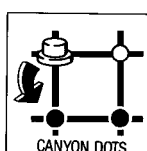
YES



YES



NO



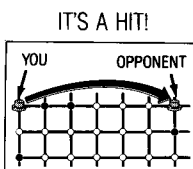
NO

Spinning a Wrench:

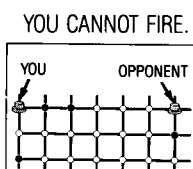
If Spinner A points to a wrench symbol, your tank needs repairs and cannot be moved on that turn. However, you can still fire the distance indicated by Spinner B, if you want to. See Firing Rules that follow.

FIRING:

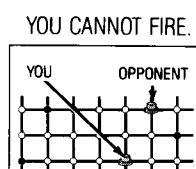
- You can only fire once per turn.
- All firing must be done in a *straight* line (along the black lines). You cannot fire diagonally.
- You are allowed to fire across yellow *and* orange dots.
- If Spinner B points to a number that is *greater* than the number of dots *between* you and your opponent, you are in range and score a hit. A spin that's equal to or less than the number of dots between you and an opponent means you cannot fire. See examples below.



Spinner B arrow points to 6. There are 5 dots *between* you and an opponent.

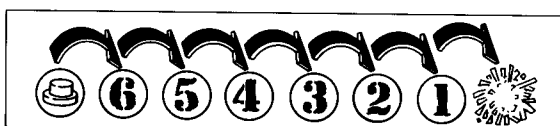


Spinner B arrow points to 5. There are 5 dots *between* you and an opponent.



Spinner B arrow points to 5. Your opponent is within range, but not in a straight line.

- Every time your tank is hit, move your damage marker to the next lowest number on the *damage chart*, as shown below in Figure 5.



5
Figure

SEVERE DAMAGE ZONE: **2 1**

When you move your damage marker onto the 2 or 1 space on the damage chart, your tank has been severely damaged. On your turn, follow the directions below:

If you spin a number on Spinner A, you are limited to either moving the distance indicated on Spinner A *or* firing the distance shown on Spinner B. You cannot do both. Your turn is then over.

If you spin a wrench on Spinner A, you're in luck! You now have the option of moving your *damage marker* off either severe damage space (2 or 1) and back to 3 on the damage chart. Or, if your opponent is within your firing range, you could use Spinner B and fire instead. You cannot do both. Your turn is then over.

EXPLOSION SPACE:

If your damage marker is on the 1 space in the damage chart, and your tank is hit again, move your damage marker onto the *explosion space*. Your tank has been blown up. This ends the game.

WINNING THE GAME

Blow up your opponent's tank to win the game!