

**TIGER** ELECTRONICS  
INC.®

# BATTLEVISION™

**FINALLY THE TV IS BATTLING BACK!**

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980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

4201IWTE-1  
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# ASSEMBLY / INSTRUCTION

\* Be sure to read the instructions carefully before assembling BattleVision! \*

\* For easiest assembly, follow steps in order A, B, C ..... \*

## Step 1: Support Installation

Before starting, turn main platform over

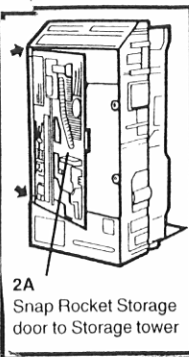
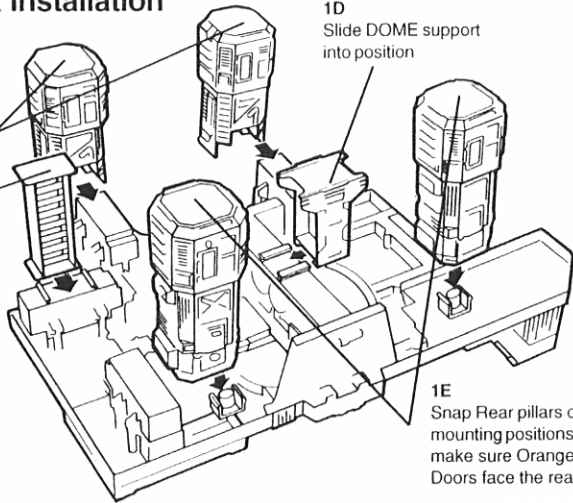
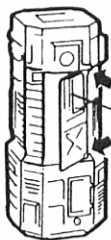
1B Slide Front Pillars onto mounting positions

1C Slide Main Missile Support into position

1D Slide DOME support into position

1E Snap Rear pillars onto mounting positions, make sure Orange Doors face the rear

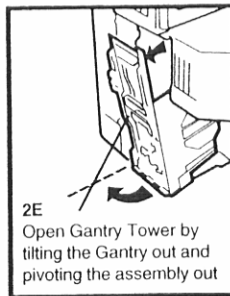
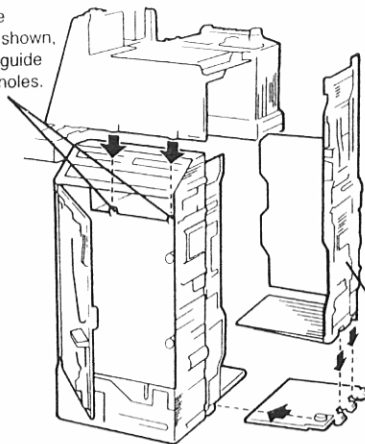
1A Snap Orange Storage doors onto rear pillars



2A Snap Rocket Storage door to Storage tower

## Step 2 : CM-3 Rocket Launcher and Storage Installation

2B Snap Launch/Storage assembly to base as shown, be sure to match the guide pins to the mounting holes.



2E Open Gantry Tower by tilting the Gantry out and pivoting the assembly out

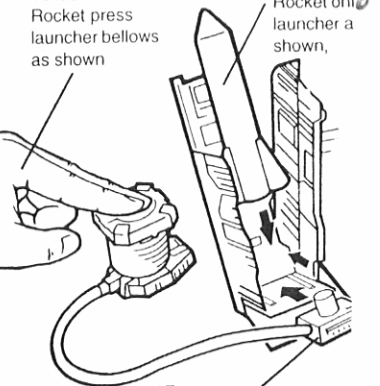
2C Snap launcher gantry to gantry base

2D Snap gantry assembly to Rocket Storage tower

2H To launch CM-3 Rocket press launcher bellows as shown

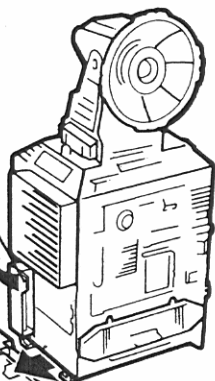
2G Place CM-3 Rocket onto launcher as shown,

2F Mount CM-3 Rocket launcher onto Gantry as shown

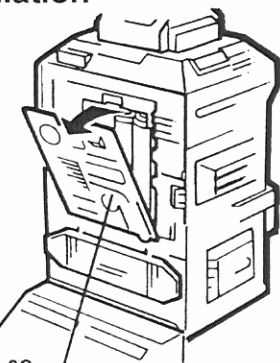
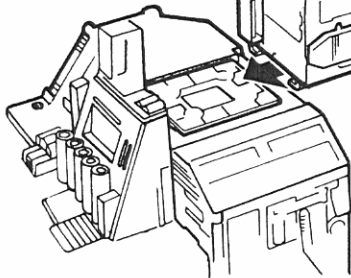


## Step 3 : Control Tower Installation

**3A**  
Remove contact cover from Control Tower Connector

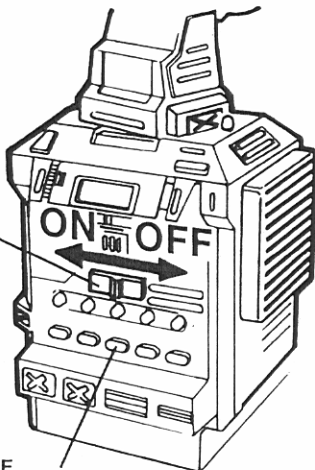


**3B**  
Slide Control Tower onto mounting bracket, be sure tower locks into position securely.

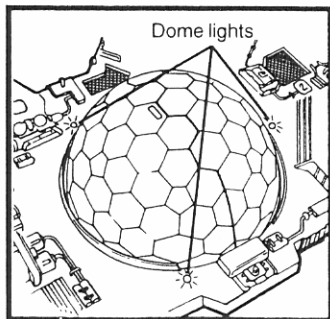


**3C**  
Insert 6 "AA" batteries (for best results use only alkaline batteries) into the battery compartment as shown

**3D**  
To turn BattleVision on, slide the ON/OFF switch. You will hear "BattleVision ready for action". The lights around the DOME will flash and the lights on the Control Tower will light.



**3E**  
To activate BattleVision internal battle sounds, press the yellow buttons on the Control Tower.

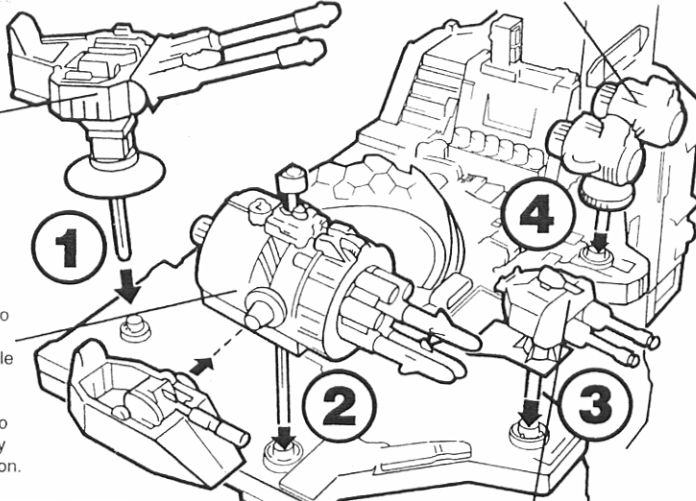


## Step 4 : Artillery Installation

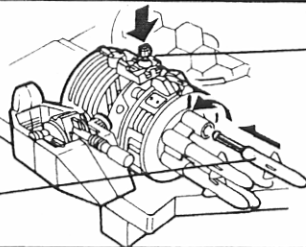
**4A**  
Insert Plasma Cannon into position 1 as shown, be sure to press firmly to lock Cannon into place

**4B**  
Snap Side Seat to Missile Launcher. Insert main Missile Launcher into position 2 as shown, be sure to press down firmly to lock into position.

**4F**  
Insert Forward Missile Launcher into position 4 as shown. Make sure to press the Forward Missile Launcher firmly into the mounting hole until it locks.

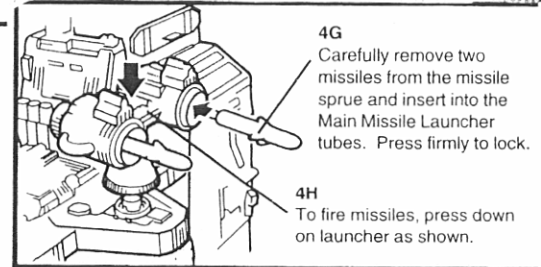


**4C**  
Carefully remove six missiles from the missile sprue, insert into the Main Missile Launcher tubes.



**4D**  
To fire missiles, rotate barrel of launcher to mark as shown, then press down on launching switch

**4E**  
Insert Laser Cannon into position 3 as shown, be sure to press down firmly to lock into position



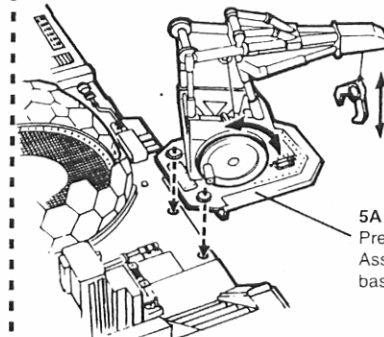
**4G**  
Carefully remove two missiles from the missile sprue and insert into the Main Missile Launcher tubes. Press firmly to lock.

**4H**  
To fire missiles, press down on launcher as shown.

### STRATEGY TIP

The Plasma Cannon, Laser Cannon and Forward Missile launcher may be placed in any of the positions marked 1, 3, and 4. Refer to the specific capabilities of each artillery piece to determine the best arrangement. Try different arrangements to maximize the power of BattleVision.

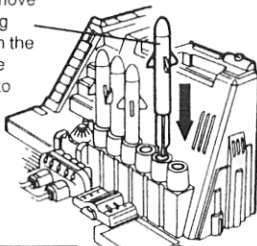
## Step 5 : Crane Installation



**5A**  
Press Crane Assembly into the base as shown.

## Step 6 : Missile Storage

**6A**  
Carefully remove the remaining missiles from the missile sprue and place into the missile storage tubes as shown



## Step 7 : Opening and Closing the DOME

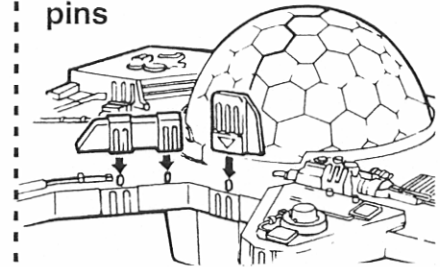
**7A**  
To close the DOME, press the DOME Platform down until it locks.

**7B**  
Move the DOME halves together

**7C**  
To open the DOME, pivot the DOME halves together as shown



## Step 8 : Snap forward barricades onto mounting pins



# OPERATIONS MANUAL

CONGRATULATIONS ON BEING CHOSEN TO JOIN THE BATTLEVISION TEAM! THE FOLLOWING IS YOUR OPERATIONS MANUAL. GUARD IT CAREFULLY, YOUR MORTAL ENEMY TERROR WILL STOP AT NOTHING TO STEAL THE VITAL SECRETS CONTAINED IN THIS MANUAL!

YOUR OBJECTIVE IS TO PREVENT TERROR FROM BLOWING UP THE DOME AND STEALING THE MILITARY AND SCIENTIFIC SECRETS PROTECTED INSIDE. TERROR WILL TRY ANYTHING TO BLOW UP THE DOME, SO YOU WILL NEED LIGHTENING REFLEXES AND CLEVER STRATEGY TO DEFEAT TERROR. READ THE FOLLOWING SECTION CAREFULLY SO YOU WILL LEARN CRITICAL STRATEGY TO DEFEAT TERROR!

TERROR WILL FIRE AT BATTLEVISION FROM THE VIDEO TAPE AND WILL DESTROY THE BASE IF YOU DO NOT DEFEND BATTLEVISION!

## **WARNING!!!!**

IF TERROR SUCCESSFULLY BLOWS UP THE DOME, BATTLEVISION IS DESTROYED AND TERROR WILL RULE THE WORLD!!!!

## **SECTION ONE**

### **HOW TO OPERATE BATTLEVISION:**

**STEP 1: BATTERY INSTALLATION**  
(see assembly step 3)

**STEP 2: TURN BATTLEVISION 'ON'**  
(see assembly step 3)

#### **STEP 3: VIDEO TAPE**

Before playing BattleVision, place the enclosed tape into any standard VCR and you are ready to do battle! Be sure to follow the instructions at the beginning of the tape carefully.

## **SECTION TWO**

### **SCORING AND STRATEGY**

#### **1) FIRING BATTLEVISION ARTILLERY:**

To fire the four artillery positions on BattleVision, simply press the intended gun down. You will hear a

firing sound that tells you the gun is firing.

#### **2) SCORING:**

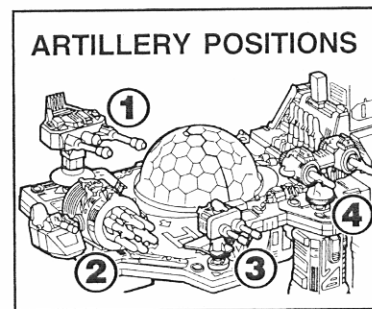
During the course of the battle, the BattleVision computer will direct you to lock onto enemy targets and destroy them. The faster you fire at each target, the more points you will accumulate! The computer will issue a FIRING COMMAND when BattleVision has locked onto a target. If you do not successfully destroy the threat, sections of your BattleVision base may be blown up by the enemy!

There are two types of FIRING COMMANDS:

#### **A) Specific firing commands:-**

A specific firing command means that only one artillery location has locked onto an enemy target. In this case, to score points, you must fire the location that has locked onto the target. The artillery locations are

marked on the BattleVision main platform:



The commands that the computer will issue will be: Station 1, Station 2, Station 3, or Station 4. If you hear any of these commands you must fire the artillery station that has locked onto the target.

#### **B) General Firing Commands:-**

When all of the artillery on BattleVision is locked onto an enemy target, the computer will

give a General Firing Command. These commands are:

- Plasma Cannon
- Main Missile
- Forward Missile
- Laser Cannon
- Fire
- Radar Locked on Target

If you hear any of these commands, you may fire any of the BattleVision artillery to successfully destroy the enemy and score points.

#### POINT VALUES:

If you successfully destroy the attacking enemy after receiving the command to fire, you will be awarded points based on how fast you are able to fire. The point values are:

<u>Elapsed time</u>	<u>Points</u>
0.0 - 0.5 sec	2500
0.6 - 1.1 sec	1500
1.2 - 1.7 sec	800
1.8 - 2.3 sec	500
2.4 + sec	0

During the game, if you accumulate 100,000 points, then the BattleVision computer will announce "Double Points" and all points scored from then on are automatically doubled for the rest of the battle!

During the game, you will randomly hear the command "Bonus Target" before a firing command. (For example: "Bonus Target, Plasma Cannon"). If you successfully fire the correct artillery position, when

you hear this command, you will be awarded bonus points as shown

<u>Elapsed time</u>	<u>Points</u>
0.0 - 0.5 sec	50,000
0.6 - 1.1 sec	30,000
1.2 - 1.7 sec	25,000
1.8 - 2.3 sec	1,000
2.4 + sec	0

#### WARNING!!!!

If you do not fire the artillery in time, one of the BattleVision artillery may be blown up and you will lose 2500 points.

At the end of the battle, your total points scored will be compared to the following performance standards created by BATTLEVISION COMMAND. The computer will announce your ranking at the end of the battle!

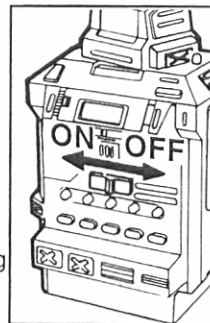
<u>Total Points</u>	<u>Ranking</u>
0 - 78,000	"Private"
78,100 - 156,000	"Lieutenant"
156,100 - 234,000	"Captain"
234,100 - 338,500	"Major"
338,600 - 487,500	"Colonel"
487,600 - 653,700	"General"
653,800 +	"Commander"

#### AMMUNITION:

Each of the energy lights on the control panel is worth 20 ROUNDS OF AMMUNITION. After each 20 ROUNDS, one light will go out until all are out.

When there are only two lights left

then the lights will flash and the computer will warn you that you are low on ammunition. You will hear the announcement, "Warning ammunition levels critical" -



This warning will repeat when there is only one light left.

Once you have used all your ammunition, you will not be able to fire successfully and will not be able to accumulate additional points.

If you successfully accumulate 450,000 points before all of your ammunition is used up, then the computer will automatically restore all your ammunition. The computer will alert you by announcing, "Full power restored".

After you receive your first re-load of ammunition, you will receive 20 new rounds for each 100,000 points scored.

#### WARNING!!!!

If one of the BattleVision artillery is blown up and you try to replace the gun, then that specific gun will not be able to successfully fire or accumulate points for a period of one minute from the time it is re-inserted.

# BASE SPECIFICATION AND LABEL INSTALLATION

## A. SURVEILLANCE SENSOR DISH

- Intelligent infiltration surveillance detector with an extended long-range scope. Sensor monitors all activities surrounding the base and operates at optical wave lengths (cameras), IR wavelengths (linescam) and various radar or radio wavelengths (SLAR, side looking airborne radar).

## B. PLASMA CANNON

- Emits continuous DOUBLE-PULSE LASER CANNONS. These twin-barreled, air-cooled, automatic cannons fire electrically-primed M-50 series ammunition fed by two belts of MK 6 cannons. Operated by a gun-gas recoil system allows rates of fire from 700 to 4,200 rpm with a range of 3 to 75 miles.

## C. FORWARD MISSILE LAUNCHER

- This dual-barreled 30mm light weight array, fires at 100 to 1,000 rpm, in dual shot bursts

w/a range of 50 miles.

## D. LASER CANNON

- Erupts M28A2 44 lb. high explosive fragmentation with a sheet metal case. To ensure wide dispersion, the combat cases are cast with aerodynamic vanes to spin outward upon release. With a total flight time of 4.43 seconds, the missiles have a range of 5,686 yds and are guided by a data link command from an infrared tracker which maintains the the sight of the target.

## E. MAIN MISSILE LAUNCHER

- Fires a series of strategic RAPID PULSE PLASMA BALLS. These 660-lb. anti-radiation, surface-to-air missiles reach speeds of MACH 3.65 or 2,409 mph and a range of 86 miles (MIM-14B). It is guided by a radar acquisition and tracking command data link.

## F. CONTROL PANEL

- Brain and heart of the BattleVision base and source for implementing the tactical strategic plans. Located in the Command Tower immediately behind the surveillance sensor to ensure rapid communication. The panel contains sensors which have power source availability.

## G. CM-3 ROCKET

- Carry satellites launched into the atmosphere to detect long-range enemy penetration to the base. These satellites work in conjunction with the SURVEILLANCE SENSOR DISH to defend the base against the forces of TERROR. The satellites have a launch weight of 14,043 lbs. and a range of 50-112 miles.

## H. HIGH DENSITY UTILITY CRANE

- Has full-power, high-density lifting capabilities. Lifts materials in excess of 12,354 lbs and provides a full 360 (degree) top carriage traverse.

**I. CONTAINMENT DOME**  
 - Constructed of DIMANTIUM, toughest known synthetic substance considered utterly impregnable. Protects the world's most valuable top-secret, scientific information from TERROR.

**J. POWER STATION**  
 - Monitors usage of the HIGH INTENSITY POWER CELLS which energize weapons. Each weapon requires 6-10 power cells for 60 seconds continuous fire power.

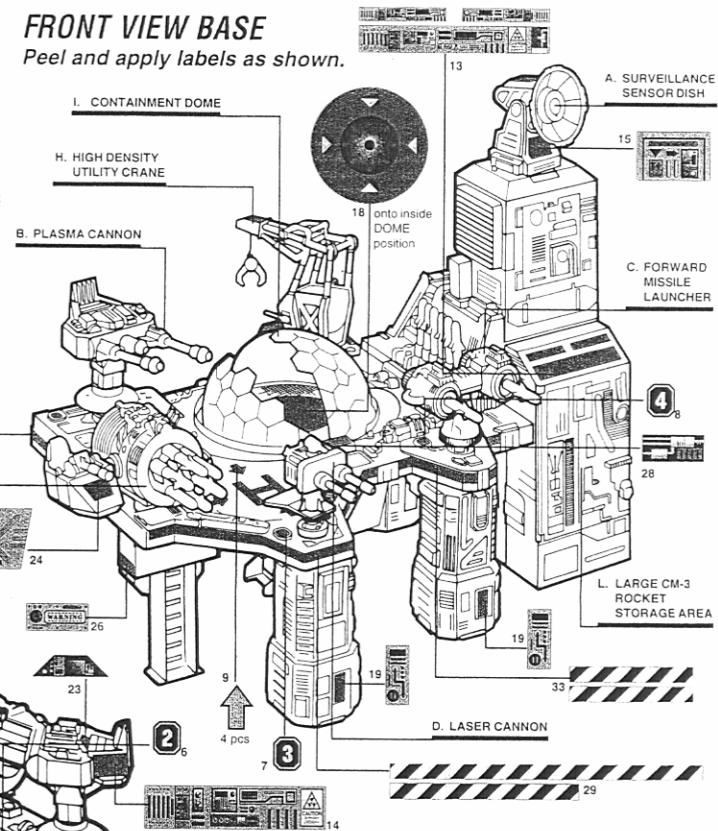
**K. MULTI-UTILITY WEAPONS STORAGE BAY**

**L. LARGE CM-3 ROCKET STORAGE AREA**

**M. SMALL WEAPONS BOOTH**

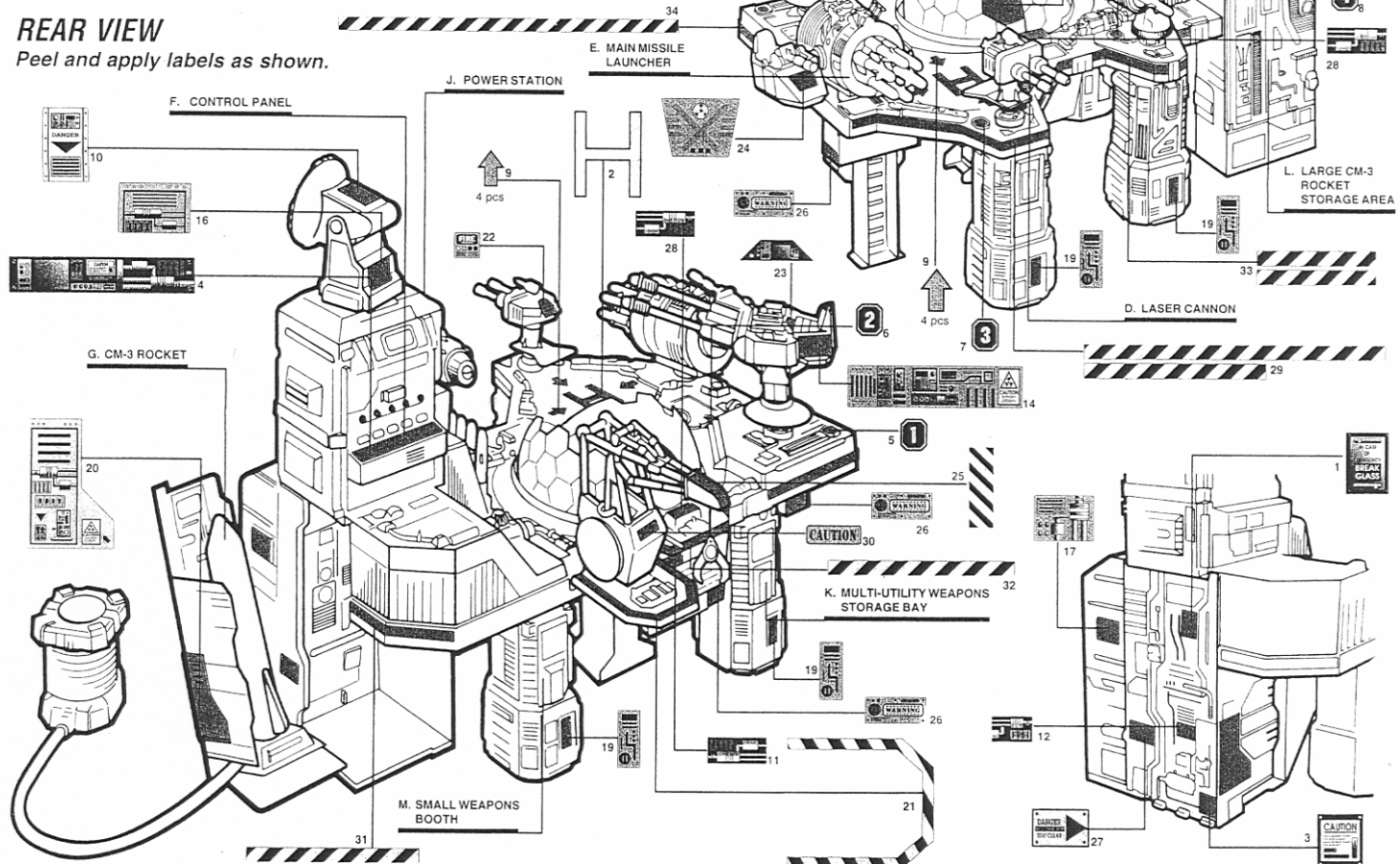
## FRONT VIEW BASE

Peel and apply labels as shown.



## REAR VIEW

Peel and apply labels as shown.





# WARRANTY INFORMATION

If a part of your BattleVision is damaged or something has been left out, DO NOT RETURN TO THE STORE. Instead, write to us:

TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, tell us briefly about the problem. Also include sales slip. We will do our best to help.

Tiger Electronic Toys warrants to the original purchaser that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period BattleVision will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to

TIGER ELECTRONIC TOYS,  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of

purchase, or units returned after the 90-day warranty period, will be repaired or replaced (at our option) for a service charge of US\$15.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to

TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. 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.

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR BATTLEVISION DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have BattleVision replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack Battlevision carefully in the original box. Use a good carton with plenty of padding and securely tied.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$15.00 as payment for the repair service.