

# MATTEL ELECTRONICS®

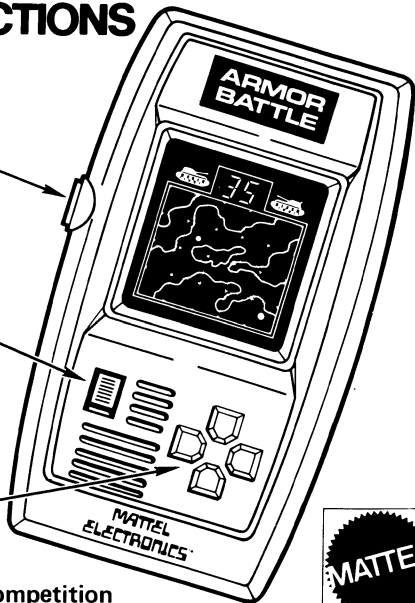
# ARMOR BATTLE

## INSTRUCTIONS™

FIRING  
BUTTON

POWER  
SWITCH

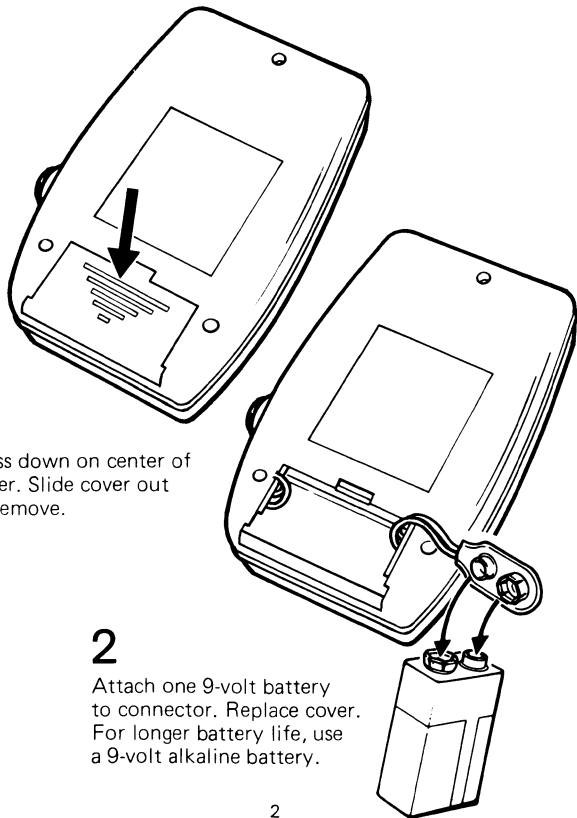
ACTION  
KEYS



- Real battle competition
- The skill of real play
- The latest micro-electronics



## HOW TO ATTACH THE BATTERY



1  
Press down on center of  
cover. Slide cover out  
to remove.

2  
Attach one 9-volt battery  
to connector. Replace cover.  
For longer battery life,  
use a 9-volt alkaline battery.

## ARMOR BATTLE

You are on a dangerous tank mission. To reach and destroy your assigned target, you must maneuver through a field filled with enemy mines. Although these are hidden, the mine detection equipment in your tank warns you of their presence by producing a buzzing sound. This is your signal to change course on route to your target. If you should stumble into a mine, your tank will be "destroyed" and returned to its original starting position. If you get through the minefield and successfully engage the target, the built-in computer will automatically set up another challenge with a new starting position, target location, and minefield.

## THE PLAYERS

### Fun and Suspense For One Or More Players

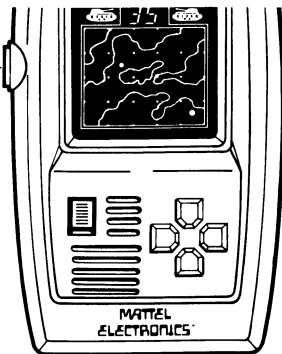
One, two, or more can play ARMOR BATTLE. Just keep track of the score for each player while you test your "pursuit-and-destroy" skills against each other.

## THE CONTROL KEYS

### FIRE BUTTON

This button has two functions:

- 1 After you have switched the game to ON, use the FIRE button to start the action. You will hear the clock start ticking.
- 2 When you are ready to fire on the enemy target, press the FIRE button *and* one of the ACTION KEYS (pointing in the direction you wish to fire) *at the same time*.



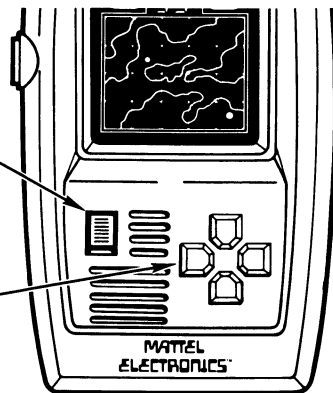
3

### POWER SWITCH

To start game, push switch up to ON position. Be sure to switch to OFF when finished playing.

### ACTION KEYS

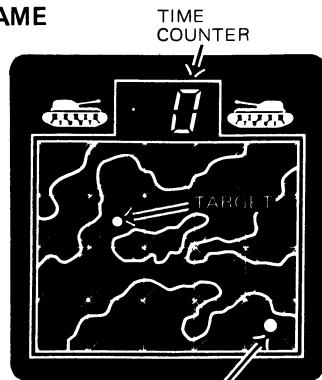
Use these directional arrow keys to steer your tank, up, down, right and left.



## HOW TO PLAY THE GAME

1

Move POWER SWITCH to ON. You will see a blinking light, representing the target (enemy tank), and a steady light in one corner, which is your tank. The time counter on the screen will read "0," indicating time has not started. The computer has automatically placed 4 invisible mines in a random pattern throughout the field.

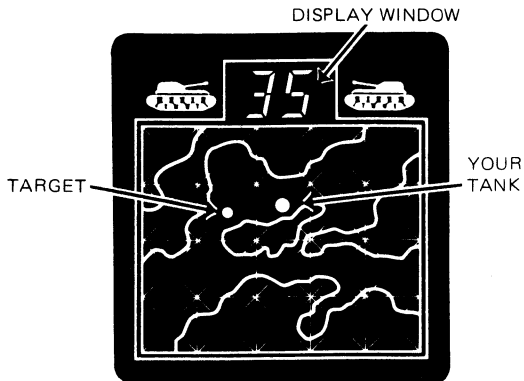


4

YOUR TANK

- 2** Press FIRE button to start the game. The clock will start ticking and the seconds will appear in the display window. The game lasts 99 seconds. Your objective is to hit as many targets as you can in this time period.
- 3** Move your tank by pressing the directional ACTION KEYS. If you approach a mine, you will hear a warning buzzer. You must then maneuver to find a safer path to reach the target. If you hit a mine, you will hear a sharp buzz, and your tank will be returned to its starting position. The 99 second time period continues (and you have lost valuable time).

**PLEASE NOTE: In the event your tank is hit by ten land mines, game will end, regardless of time displayed.**



- 4** When you have maneuvered into a good firing position (adjacent to the target), press the FIRE button simultaneously with one of the directional ACTION KEYS pointing in the direction you wish to fire. If you score a hit, you will hear a short "tune," meaning the target has been knocked out. The clock will stop and the computer will register your hit as one point. The computer will then re-program new locations for your tank, the target, and the mines. To reactivate the game, press the FIRE button to start the clock. The 99 second time period will continue. When time runs out (after 99 seconds) your total score will be displayed.
- 5** The enemy tank can fight back. If you maneuver into a firing position (adjacent to the target), you must fire quickly. If you are slow, the enemy tank will destroy your tank (a sharp, high pitched beep) and your tank will be returned to the starting position. Three warning beeps will precede an enemy attack.
- 6** When the game ends, you will hear another short "tune," and your final score will be flashed.
- 7** To start a new game move POWER SWITCH to OFF and back to ON, then press FIRE button.

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## CARE OF YOUR GAME

Treat ARMOR BATTLE with care.

- Don't drop it or get it wet or dirty.
- Don't leave it out in the hot sun.

## **IMPORTANT NOTICE**

**Should the display lights begin to malfunction, this is the first sign of battery wear. A NEW battery should solve the problem. For longer battery life use a 9 volt Alkaline battery.**

## **90-DAY LIMITED WARRANTY**

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, the game will either be repaired or it will be 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 the date of purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. 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 prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

MATTEL ELECTRONICS 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 so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or any other causes not arising out of defects in material or workmanship.

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## **HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD**

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

- 1** Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.
- 2** Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. 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 the above plus enclosing your check or money order for \$10.00 as payment for the repair service.