

ARMOR AMBUSH™

I N S T R U C T I O N S

(For two players)

The object of the game is to knock out enemy tanks, while avoiding hits on your tanks. You ambush the enemy, swing into position and FIRE! 3 hits and your opponent's tank blows up. Each round in the battle takes place on a **different** battlefield. At the start, both players have 25 tanks. Game's up when either player loses **all** 25!

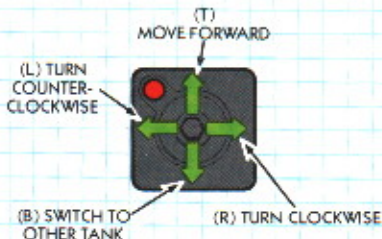
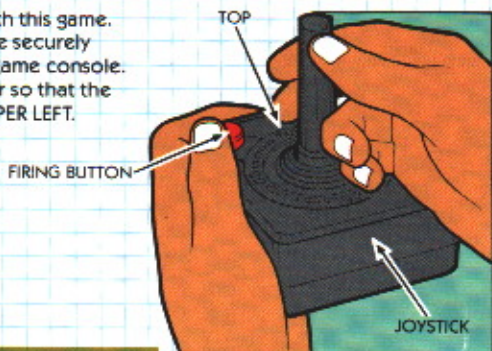
For Your Atari, Video Game System

THE GAME

You and your opponent are rival tank commanders! You each have two tanks per round, with a total of 25 in the game. **Switch** command from tank to tank. Keep your opponent on the run. (Remember that your other tank is vulnerable while you are fighting the second tank!) The battlefields you fight over will change again and again. Trees, buildings, water hazards — will **all** be in **different** positions every new round (after either player has lost both tanks to enemy fire!) Battle goes on until one side has lost **all 25 tanks**.

THE CONTROLLERS

Use your joystick controllers with this game. Be sure the controller cables are securely plugged into the back of your game console. Each player holds the controller so that the red FIRING BUTTON is to the UPPER LEFT.



MOVING YOUR TANKS:

Push Joystick FORWARD to move tank forward.

Push Joystick RIGHT to turn tank CLOCKWISE.

Push Joystick LEFT to turn tank COUNTER-CLOCKWISE.

Pull Joystick BACK to SWITCH COMMAND, fight your 2ND TANK.

IMPORTANT: Tanks **WILL NOT BACK UP.** They will merely slide around buildings and continue in a forward direction. To reverse direction, you must **MOVE** in a **CIRCLE.** (Push Joystick **RIGHT** or **LEFT.**)

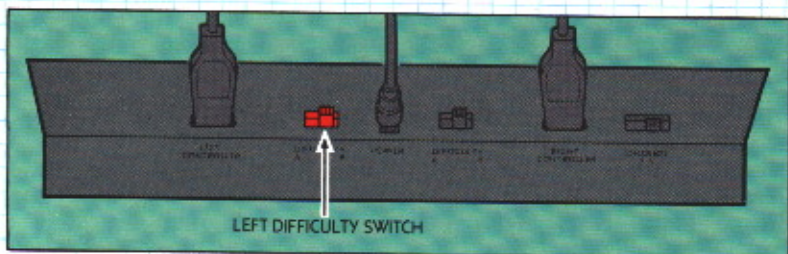
MANEUVER FOR FIRING POSITION!

Swing your tank around until your gun barrel points directly at the enemy tank. Move within **RANGE.** (Very long shots will **NOT** reach.)

PRESS FIRING BUTTON! ADJUST FOR RECOIL!

Every time you fire, your own tank will recoil, knocking your aim off target. Maneuver for the next shot. Line up your gun barrel **AGAIN!** (Watch the path of your shots — dots crossing the screen.)

DIFFICULTY SWITCHES

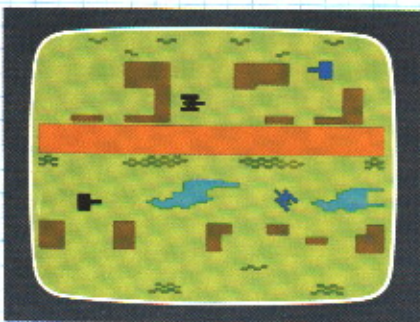
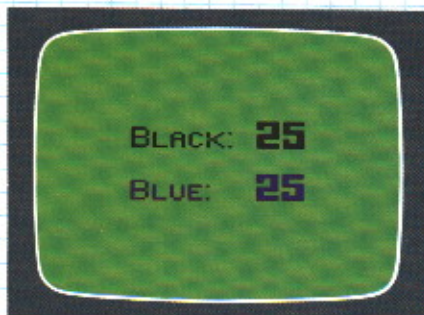
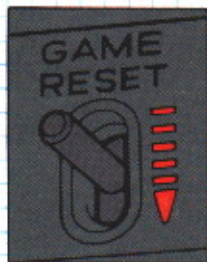


Only the **LEFT** Difficulty Switch makes any difference in game play. In "B" position your shots **DO NOT** bounce off (ricochet) buildings, trees, etc. In "B" position, a miss is just a miss.

In "A" position, shots **DO** bounce off. They **MIGHT** even boomerang right back and **KNOCK OUT YOUR OWN TANK!** In "A" position, you'll have to be **careful** of your shots. A miss and an unlucky rebound could be trouble.

LET'S START THE ACTION!

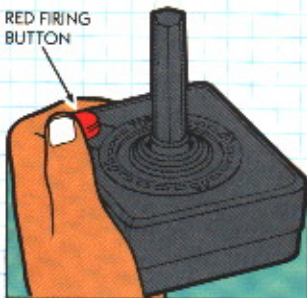
1. Depress RESET button.



2. Bring up BATTLE MAP.
Either player pushes red button to select map.



RED FIRING
BUTTON



3. Both players WORK JOYSTICK maneuver tanks, aim and FIRE! (Press red FIRING BUTTON.)

To bring up NEW MAP, after one player has lost both tanks, push RED BUTTON down. New map and 4 new tanks will appear. Begin next round.

WINNING TIPS

1. **WATCH YOUR TERRAIN.** Tanks move **FAST** on roads. **SLOWER** through trees. **SLOWEST** through a water hazard. (Tanks will **NOT** go through **BUILDINGS**. Nor can you shoot through them!)
2. **PRACTICE YOUR AIM.** Use gun barrel for sighting **BEFORE** you shoot. Remember, enemy tanks will not stand still. Adjust your aim. (Watch the **DOTS**... the path of your shots.)
3. **ADJUST FOR RECOIL.** Your own tank will change direction every time you shoot. Hits on the enemy's tank will also cause them to change direction.
4. **PRACTICE COORDINATING** the **JOYSTICK** with the **FIRING BUTTON**. (Remember: your tank will **not** turn like a swivel-hip halfback. It will turn in stages, deliberately. In other words, a tank will move like a tank!)
5. **SWITCH TANKS** and cross up the other player! If things are getting a little too hot, pull back on the **JOYSTICK** and fight with your **OTHER** tank.
6. **GET IN THE FIRST HIT.** Get the jump! Get into position **FIRST**. Start shooting **FIRST**. Surprise is a great ally!

IMPORTANT: Be sure to turn your game unit off when not in use.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
5000 West 147th Street
Hawthorne, California 90250

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

for repair or replacement. 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, misuse or abuse.

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