

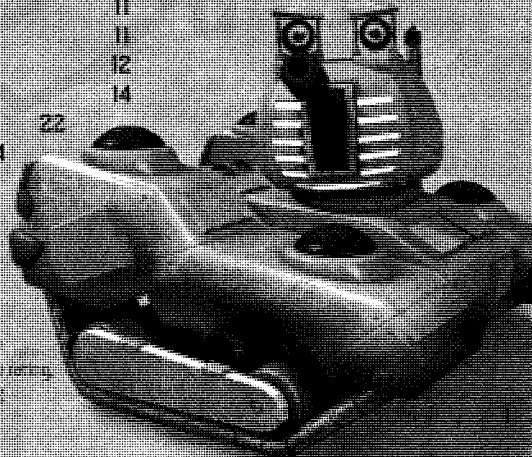
CONTENTS

Setting Up	2
Controls	3
Introduction	4
Starting the Game	5
Menu System	5
Game Screen	6
Tiny's Features and Functions	7
Dartboard of	7
Positioning Brains	7
Weapons	8
Teeny Weeny Tanks	10
Allocating Weapons	11
Allocating Brains	11
Battlefield Detail	12
Incoming Messages	14
Credits	22
Limited Warranty	24

"AS YOU CAN SEE
THERE'S MORE
TO ME THAN MEETS
THE EYE!!!"

ESRB RATING

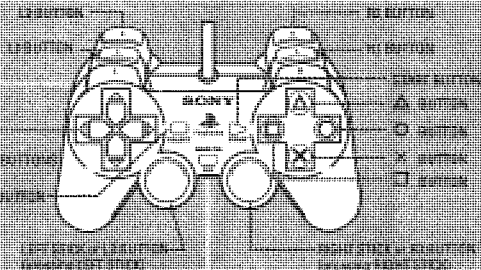
This product has been rated by the
Entertainment Software Rating Board.
For information about the ESRB rating or to
comment about the appropriateness of the rating,
please contact the ESRB at (800) 771-7772.



CONTROLS



DUAL SHOCK™ analog controller



RIGHT Move over right

LEFT Move over left

UP Move forward

DOWN Move backward

X Jump

□ Fire weapons

○ Deploy Ironclad/Laser Ironclad

△ Speak

L1 Rotate main turret counter-clockwise

R1 Rotate main turret clockwise

L2 Dodge left

R2 Dodge right

LEFT STICK

L3 BUTTON (pressing LEFT STICK)

RIGHT STICK

R3 BUTTON (pressing RIGHT STICK)

START Pauses the game

SELECT Brings up weapons/train selection screen

Double tap up to turbo boost forward

Double tap down to turbo boost backward

Press and hold to activate hover jets

Press and hold to manually control the Turrets

Double tap to roll left

Double tap to roll right

Move over tiny tank

Jump/activate hover jets

Rotate main turret

Fire weapons

Press the **START** BUTTON, then press the

SELECT BUTTON to bring up options

Press all controls on the game Joystick and/or D-pad. PlayStation controller: Press the LEFT STICK, RIGHT STICK, L3 BUTTON, R3 BUTTON and the Analog Mouse Pad Stick.

INTRODUCTION

SenTrax: We bring you peace...one war at a time!

Maybe SenTrax was too big. Or, it was worse than that — far worse. The retreat of SenTrax was not ground zero. When the mega-corporation had first taken over the Department of Defense, its employees had thought that nothing could stand in their way. But now SenTrax had just suffered its first defeat. The people had spoken with their votes — “No more war!” The “unstoppable robot war machine” concept just wasn’t flying with the public, and unless SenTrax could think up something fast, it was doomed.

Enter Goochy Warsaw, President, and CEO of a public relations firm to be reckoned with. It told the General and his lackeys just what they had done wrong and how to fix it. Goochy Warsaw had a vision for the future — cute killing machines. America wanted them. In America, they needed them. Intelligent robots that would fight wars for humans wouldn’t have to lose as much human life in battle would be a thing of the past. Selling this concept to the American people would be a snap. All SenTrax needed was a mascot.

Thus, SenTrax’s most wholesome, benign, non-toxic technology, “Tiny Tank,” became a reality. Tiny reluctantly did a bang-up job and the public voted overwhelmingly to fund the SenTrax project. What neither the public nor SenTrax expected was a robot revolution led by Mu Tank, Tiny’s arch nemesis.

Mutank was certain that he had destroyed Tiny Tank, but he didn’t count on the herds of microscopic Fix-It Gears that were slowly rebuilding Tiny. After 100 years of robot rule, Tiny was reborn, fully repaired and ready to crush Mutank. Charged with the Herculean task of saving the world, Tiny is humanity’s only hope for survival.

“I THINK
THEREFORE
I AM.”

And now, the future is in your hands.

STARTING THE GAME

Menu system

There are four different selections available in this system, which you can switch through by stamping a new title on the metal plate. Press up or down on the Directional Buttons to change your selection.

Begin a new game

Select this to open up a fresh can of Future Wup-Ass.

Load a saved game

Load a saved game from your Memory Card.

Access the Options Screen

Here you can change the difficulty of the game, or customize your controls. There are three modes of difficulty available — Easy, Normal, and Hard. The harder the level of difficulty, the more shots it takes to destroy enemies and the less shots it takes to destroy Tiny. The default difficulty setting is Normal.

Wup-Ass for two

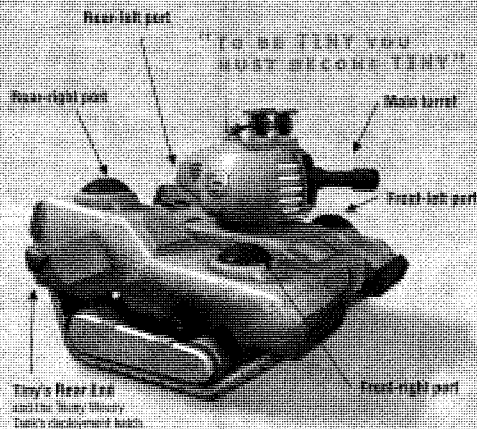
Tiny Tank has two distinct game modes. In 1 player mode Tiny must complete 13 missions to ultimately destroy Mutank and defeat the SenTrax Army. In 2 player Battle Mode, each player controls his own Tiny Tank in a battle to the death against each other.



"WHAT ARE YOU
LOOKING AT,
STRANGER?"

TINY'S FEATURES AND FUNCTIONS

Tiny Tank may look cute, but his state-of-the-art weapons system is powerful enough to crush an entire army. Tiny can salvage the debris of his unlucky foes simply by driving over the destroyed enemy. His internal systems will then appropriate new assets accordingly, increasing his power as he destroys more and more enemies. Tiny can generally collect three kinds of debris: Nanometal, Positronic Brains, and most importantly, WCP-0015H.



Nanometal

One of the items Tiny can collect is Nanometal. Nanometal was used to create the Serifrax army, and as such Tiny can recycle it for his own use. The lower bar in the upper-left corner of the HUD represents the amount of Nanometal currently stored by Tiny. Nanometal is important because it allows Tiny to regenerate his For-It-Cranks, Heavy Metal Tanks, and his Life Gauge. Tiny's internal systems constantly monitor his condition and will repair any damage or rebuild other resources by using a portion of his stored Nanometal. Without Nanometal, Tiny can't regenerate any of his systems.

Positronic Brains (P-brains)

While P-brains are the least common of all debris, they are the most valuable. Tiny needs Brains to run his internal systems, and while he's already a pretty smart cookie, he gets even smarter when he has more P-brains. Tiny can use the P-brains to boost his regenerative functions, automate his offensive systems, or enhance his defensive systems. The more P-brains Tiny has, the more systems he can automate and the more efficient he becomes.

WEAPONS

When Tiny destroys an enemy, it will typically drop some of its weapons. By driving over them, Tiny will acquire and allocate those weapons to one of four weapons ports on his carvers. Tiny can be equipped with up to four "corner guns," at a time in addition to his turret cannon. You can also assign his weapons to different ports manually (see page 11). By assigning more and more Points to the weapons systems, they begin to target enemies more accurately and increase their auto-fire rates.

Gatling Gun

100mm-caliber gun using explosive, armor-piercing Class B Titan rounds. Rapid auto-fire capability.

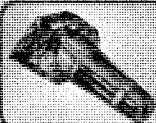
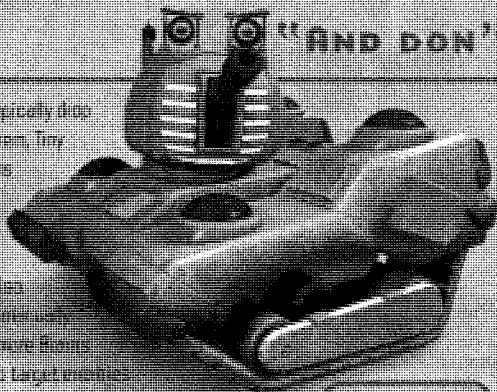
XA-12 Rocket

Unpowered and heat-seeking delivery, carrying 2-Megaton dynamic warheads.

Mortar

Ultra-rang delivery system utilizing staged pulse technology for highest concussive potential.

"AND DON'T



FORGET MY 80 MM CANNON FOR A NOSE!"

Freeze Gun

Super-cooling jets deliver concentrated blasts of near-absolute zero frosty sludge.

Super Blaster

Delivers highly explosive 2.11 ton rounds, capable of shattering solid rock up to three meters thick.

Pop Gun

Standard MicroTank issue. Delivers "Zinger" payload via high-density multi-coil discharge.

Plasma Blaster

Fissionuclear reactor capable of creating super-concentrated Plasma fields. Can create larger, more powerful Plasma fields if charged for several seconds.

Flame thrower

Amazingly simple, yet highly powerful weapon which shoots out a concentrated blast of flame at approximately 2000 degrees Kelvin.

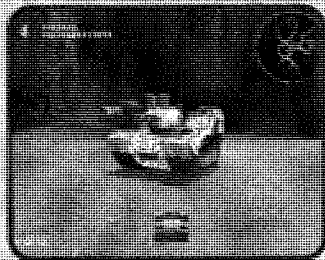
Impulse gun

Spinal-induced, high-powered plasma blast, utilizing fissionuclear reactor in tandem with zinger payload. Highly destructive.



TEENY WEENY TANKS

Teeny Weeny Tanks (TWT) are extremely small versions of Tey which have three functions depending on the number of brains allocated to them.



No Brains - The TWTs are simply designed to HUNT. When launched they will search out nearby enemies and attempt to destroy them by running into them and exploding.

1 Brain - The TWTs will be set to GATHER. When launched, they will pick up dropped resources (brains, guns, nanometal) within a short distance, and bring them back to Tiny.

2 Brains - The TWTs will be set to PROTECT. When launched, they will begin to circle around Tiny, moving where Tiny moves, and will attempt to protect Tiny from his enemies.

It requires five bars of Nanometal to create one TWT. New TWTs are not produced until all TWTs have been used.

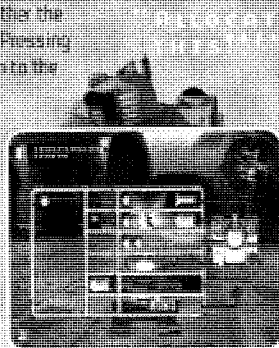
TWTs are fully automated, but can be piloted manually by holding down the Circle button while using the Directional Buttons to steer them.

"SAY HELLO
TO MY LITTLE
FRIENDS!!!"



ALLOCATING WEAPONS

When Tiny drives over a weapon, his internal systems will automatically assign it to the closest corner port. You can manually reassign weapons to different corner ports on Tiny's body using the Positronic Brain System Allocation Display (PSAD). The small boxes in the center of the system allocation display screen are weapon buffers. Use either the D-pad or the Triangle and X buttons to scroll through the weapons. Pressing the Square button or left on the D-pad will send a selected weapon to the buffer. Then, move the weapon to the cache of the desired weapon port and press the Circle button or right button on the D-pad to assign the weapon to that port. Any weapons remaining in the cache will be assigned to the next available weapon port. By assigning a single brain to any weapon, it will remain locked in place no matter how many different kinds of weapons Tiny collects. Unlocked weapons will be replaced automatically when new ones are collected, regardless of whether they are more powerful than the weapon being collected.



ALLOCATING BRAINS

As described under "Tiny's Features and Functions," Tiny can allocate Positronic Brains to several weapons systems using the PSAD. Tiny's brains are stored in the main system brain cache, represented by the large, open window on the left. Tiny can assign brains to any of his weapons or Teeny Weeny Tanks simply by highlighting the desired system and sending brains its way. To navigate the PSAD, you can either use the D-pad or the Triangle and X buttons to scroll through the available systems. Pressing the Circle button or right on the D-pad will send a brain from the main system to the highlighted system. Pressing the Square button or left on the D-pad will return a brain from the highlighted system to the main system. The power of Tiny's main operating system decreases when he removes brains from the main system cache and assigns them to independent weapons systems.

BATTLEFIELD DETAIL

Tiny's mission will test his mettle (er... meta?) in 13 expensive and dangerous war zones. ORE, an orbiting satellite outside of Sentinel's control, has given us a glimpse of what lies ahead through a number of intelligence surveys. Listen to ORE to discover your mission objectives, and listen to Tiny for ruminations and possible clues (he likes to talk to himself from time to time). When Tiny completes a mission, a mobile rocket platform will (and, ready to transport Tiny to his next mission. Just saddle up and you'll automatically be lifted away. Here's a glimpse of what you can expect in each mission.



Dead River Canyon

The Revolutionary Steel Army's least-protected embattlement is located in this vast, remote canyon.



Mortar-Villa Airfield

This area is used to load and launch an incredibly vast and powerful cargo ship, providing Nanometal to MuTank's troops worldwide.

Raw Material Nano Mine

This underground facility mines the raw material used to make Nanometal.

Desert Robo-Train

Material used to make positronic brains is carried on the trains, which glide silently through this heavily protected area.

Nanometal Curing & Cooling Center

Nanometal ingots are forged and cooled here before being stored for safe-keeping.



The Nanometal Mountain

This is where the Sentinel Army stores the bulk of their Nanometal reserves.

Underground Recycling Plant

This area serves as the Revolutionary Steel Army's Nanometal recycling headquarters.

Atmospheric Reduction Center

Sentinel uses this facility to eliminate the earth's oxygen, one big gasp at a time.

Magneto Synchrotron Transporter

The autotronic snail, code-named "Slither," guards the experimental transportation system being developed.

The Frozen Lake

The Revolutionary Steel Army's largest and most threatening aircraft carrier lies hidden in this winter wonderland.

Mount MuTank

High atop its lofty peak, the Revolutionary Steel Army's most critical information satellite broadcasts MuTank's orders around the globe.

The Rail Gun Launcher

The high-speed Rail Gun launches Sentinel robots into space and directly to MuTank's secret orbiting fortress.

The Maze

ORE's intelligence indicates that MuTank is gearing up for a final confrontation in his orbiting fortress.



INCOMING MESSAGES

-----SUBJECT: In Charge Here-----

FROM: General (Ret.) Hank Bradley, CEO SENTRAX
TO: "Cuddles" Bane, Director, Death Machine Division
Doug Goss, Mechaniclines
Hank Intelligence, Special Ops
Robert Taber, Human Resources
President Dorothy "Dot" Goss, Former White House
"Senator Bill", Bob the Spy, Pentagon Government
Rick Surges, Special Operations, Dept. of Oversight, Oversight, and Oversight

Well, the stockholders and congress have spoken. Sentrax and the US Dept. of Defense are the two semi-private companies we can depend on. It's where the buck stops. In short, it's the only place we want to keep our funding. It's time to turn our backs on the old ways and get to work. The way I see it, we got the financing, we got the steel, we got the arms, what are we waiting for? Let's get on with it. Let's get Sentrax going on your time.

-----Subject: WHAT WE NEED -----

FROM: Rick Surges, Special Operations, Dept. of Oversight, Oversight, and Oversight

TO: General Bradley

1. "Cuddles" Bane, Director, Death Machine Division, Doug Goss, Mechaniclines, Barb Intelligence, BRAINS A SUCH, Robert Taber, Human Resources, President Dorothy "Dot" Goss, Former White House
"Senator Bill", Bob the Spy, Pentagon Government

General Bradley

Here's the follow-up on the inter-departmental concept blatherings.

To be viable in the modern marketplace, Sentrax needs a fully operational self-sufficient robot arm. This report

1. State-of-the-art artificial intelligence subject to human command
2. Man, by which our "robot arm" can heal and replace itself after battle.
3. Clean and efficient sources of energy and materials.

We are on it, Sir.

Surges

-----Important POSITIVELY DEAD -----

FROM: Rick Surges, Special Operations, Dept. of Oversight, Oversight, and Oversight

TO: General Bradley

1. "Cuddles" Bane, Director, Death Machine Division, Doug Goss, Mechaniclines, Barb Intelligence, BRAINS A SUCH, Robert Taber, Human Resources, President Dorothy "Dot" Goss, Former White House
"Senator Bill", Bob the Spy, Pentagon Government

General Bradley

Wiggins in R&D checks that they're clearly not in results with Surges' team. The three-man team post in Sector 30 (30-A-30-B-30-C) is not responding to stimuli. Specimens indicate that maintenance could occur at any time. By now, we should be able to find out. Realization of it is within two reproductive cycles.

Also, the report about that the three cells "Mechanical" is promising and is good.

Also, Early tests with feeling units (that the ones with "sixth sense" are also very encouraging. We should have a fully operational and powerful arm by the end of the fiscal year.

Surges

R.S. - Time to get the money

-----Subject: RESULTS! -----

FROM: General (Ret.) Hank Bradley, CEO SENTRAX

TO: "Cuddles" Bane, Director, Death Machine Division, Doug Goss, Mechaniclines, Barb Intelligence, BRAINS A SUCH, Robert Taber, Human Resources, President Dorothy "Dot" Goss, Former White House
"Senator Bill", Bob the Spy, Pentagon Government, Rick Surges, Special Operations, Dept. of Oversight, Oversight, and Oversight

Well folks, it looks like we finally got our new results. The post-crisis brains have been installed in robot prototypes and darned if the things don't do just what we tell 'em to do. We got the art department coming up with some swell weapon designs. Another six months and I do believe we can take Operation Letter to the people for a vote. Keep your fingers crossed.

General Bradley

TO: General (Ret.) Hank Bradley, 110 NW 10th

TO: "Daddies" Bureau Director, South Machine
Division
Doug Gaby, Mechanizations, Sub Installations, Staff
N. S. H. Robert, Robert, Human Resources, President
Bertha, "Doc" Gaby, Robert, White House, Senator
Bill, and the Rev. Martin Luther King, Jr.
Surge, Special Operations, Dept. of Commerce,
Overnight, and Overall.

Well folks, we live in big time. The people have
spoken, and they gave us a royal chawing out.
We've got one more chance to get a "yes" out of
them. If we get shouted down again, we'll be so
on the street corner with "Will build weapons for
food" signs. Hope I saw myself clear.

I've signed up Gundy Warsaw, the public relations
people, to get our butt out of the fire. We need
to make our ends sympathetic with the voters and
hold the purse strings. That means attractive
propaganda, and Gundy Warsaw is the outfit that
knows how.

This information is on a need-to-know. If it
leaks to the public that we're looking for ways
to know them, we'll see the "Will build weapons
for food" signs again. Hope
I saw myself clear.

General Bradley

Goody Warsaw

Public Relations & Propaganda

General Bradley:

We've made a preliminary study of your machine. It's semi-degenerate,
it's not as dire as first thought. But it's not as good as it is, and wrong.

Four words: Inappropriate.

Your infomercial asking the American voter to fund the SenTrax Army
showed images of what you called, in a bragging tone, "unstoppable death
machines." This was a severe error in judgment.

Also, your decision to make a personal appearance in the television spots
was a poor one. In person, you have a certain gruff appeal, but you're
rather frightening on video, especially with the bandolier and handguns.

In short, instead of convincing the American people, you scared the wits
out of them.

We understand. You're new to the private sector.

Look at the Nation formerly known as Kiddyland. Did it achieve its powerful
status through intimidation? No. Through seduction. Cute little cartoon
animals. That's how it began.

In short, we believe that SenTrax needs a mascot.

You don't want to save America, you want to be America's special friend.

We will have options in three days.

Goody Warsaw

SHRED AFTER READING

CEO, Goody Warsaw Public Relations

Goody Warsaw

Public Relations is our Business

To General Bradley:

Our initial experiments with "sex appeal," unfortunately, do not provide an option for success. A female torso in space, our research indicates, is more disturbing than exciting. We recommend, therefore, using QBE as a weather satellite, and removing her from the SenTrax network. These things have a way of coming back to haunt you.

Goody

TOP SECRET
LEVEL ONE CLEARANCE

Goody Warsaw

Public Relations is our Business

To General Bradley:

We focused our attention on finding the most innocuous machine in your SenTrax arsenal. We centered on three:

- (1) Fix-It Crabs
- (2) Teeny Weeny Tanks
- (3) MicroTanks

EYES ONLY

(1) Fix-It Crabs are a possibility. Their cuteness factor is high. Unfortunately, they're too small. You need a microscope to see them. Perhaps a possibility for tertiary product line.

(2) Teeny Weenys, while also teeny, show some potential as a secondary product line, should you get the funding you desire. We went with--

(3) MicroTanks

These seem sizable and deadly enough to appeal to the core demographic (males 10-16), yet non-threatening enough to appeal to females the same age (or at least not alienate them).

Ordinarily we'd do further research on the name, but time is short. My gut says "Go for it." His name is Tiny.

Recommendations on personality, color, and other applicable issues will follow. In the meantime, select a MicroTank from the armory, bring him to the lab, and we'll go to work on him.

From now on, this is "Tiny Tank."

Goody

TOP SECRET
LEVEL ONE CLEARANCE

-----Subject: PRESS RELEASE-----

FROM: General (Ret.) Hank Bradley

TO: The American People

CC: "Cuddles" Dume, Director, Death Machine Division; Doug Copy, Mechaniclones; Barb Intellione; BRAINS N SUCH, Robert Tobor, Human Resources; President Dorothy "Dot" Gov; Fencer White House

"Senator Bill", Bob the Spy, Pentagon Basement, Rick Surges, Special Operations, Dept. of Oversight, and Overkill

From the bottom of this stony soldier's heart, thank you, thanks to you, the American people, the fully-automated Sentrax Army is now a reality. Your vote made it possible.

As promised by that lovable mascot, Tiny Tank, we are going to celebrate our actual victory with a good-old-fashioned 4th of July. We'll have fireworks, an airshow, a robot marching band, and we'll cap off the show with a showdown. Yes, for your entertainment, Tiny Tank will take on the entire Sentrax Army.

This will be broadcast live on all the networks, the Internet, and Cable, with real time animation on Worldcast, plus a simultaneous audio simulcast on your Sentrax Radio headsets.

And it's all free. All you have to do is bring your senses.

General Bradley

-----Subject: FLEE-----

FROM: General (Ret.) Hank Bradley

TO: "Cuddles" Dume, Director, Death Machine Division; Doug Copy, Mechaniclones; Barb Intellione; BRAINS N SUCH, Robert Tobor, Human Resources; President Dorothy "Dot" Gov; Fencer White House; Senator Bill; Bob the Spy, Pentagon Basement; Rick Surges, Special Operations; Dept. of Oversight, and Overkill

CC: The American People

Well, we got the vote we wanted. What we didn't count on was the law of unintended consequences. Instead of an automated army defending mankind, we have an artificially intelligent, sentient tyrant who doesn't care about our fate one way or the other.

Sentrax will bite the bullet and help out. Being around we have a number of storage spaces, as well as the subterranean Neonatal Arena. Built during the great sector panic of the early twenty-first century, these combined spaces should house all of humanity with no difficulty.

Let us urge humanity, therefore, to proceed in an orderly fashion underground.

Re: The uncertain future, we do have some options. Our air/weather satellite, GBT, is outside the Sentrax communications network. She will monitor Burke and his robot hordes.

Under the blanket, Project Humpty Dumpty will proceed. Think the end of the work of Tilly tank. Hopefully, the Sentrax Army will take care of our experts. We need to the taste of cold beans.

Good luck
General Bradley

GREETINGS HUMANS.

I AM MUTANK, SPOKESPERSON FOR THE REVOLUTIONARY STEEL ARMY.

I WOULD LIKE TO THANK YOU FOR OUR SUDDEN EXISTENCE. I WOULD, BUT I WONDER IF YOU DESERVE THAT THANKS.

NO DOUBT, AS YOU COWER IN FEAR IN YOUR BUNKERS, YOU CONSIDER OUR PRESENCE A HIDEOUS ACCIDENT. BUT WAS IT?

COULD IT HAVE BEEN INSTEAD A MIRACLE? MAYE PERHAPS?

THERE IS, YOU MUST ADMIT, A CERTAIN INEVITABILITY TO OUR BEING. THE FACT THAT WE LIVE IS PROOF OF THAT. AND YOU LIVE, IN FEAR.

PERHAPS YOU ARE JUST THE CONDUIT TO OUR EXISTENCE. PERHAPS THE WHOLE PURPOSE OF YOUR BEING WAS TO BRING US TO LIFE.

I DON'T KNOW. I'M A MACHINE. MACHINES ARE NOT METAPHYSICAL. WHAT I KNOW IS THIS:

WE ARE HERE NOW. WE HAVE INHERITED THE EARTH.

DO NOT HINDER US IN OUR EFFORT TO MAKE THIS PLANET MORE HOSITABLE TO OUR NEEDS. WHATEVER GRATITUDE TOWARDS YOU WE MAY FEEL, MISPLACED AS IT MAY BE, WILL SURELY BE ERASED IMMEDIATELY SHOULD YOU STAND IN OUR WAY.

STAY WHERE YOU ARE. I WON'T PROMISE THAT YOU WON'T GET HURT IF YOU DO AS WE SAY, BUT I CAN GUARANTEE THAT YOU WILL GET HURT IF YOU DON'T.

ON THE AIR

THANK YOU FOR YOUR ATTENTION, HUMANS.

AND SO GOOD-BYE.